



"Lemonhope: Part 2"
1014-157
Final Board



ate 07/16/13

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 07/16/13
- ☐ Design Board
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Nate Cash

Storyboard by
Tom Herpich &
Steve Wolfhard

AUG 02 2013

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ADVENTURE TIME



Sc. Pnl. Bg. day night

LEMONHOPE
PART TWO

BY TOM & STEVE

Sc. 1 Pnl. A Bg. day night

Dialog:	(SFX) FLAME CRACKLE.
Action:	AUG 02 2013
Timing:	

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EPISODE #

Production :

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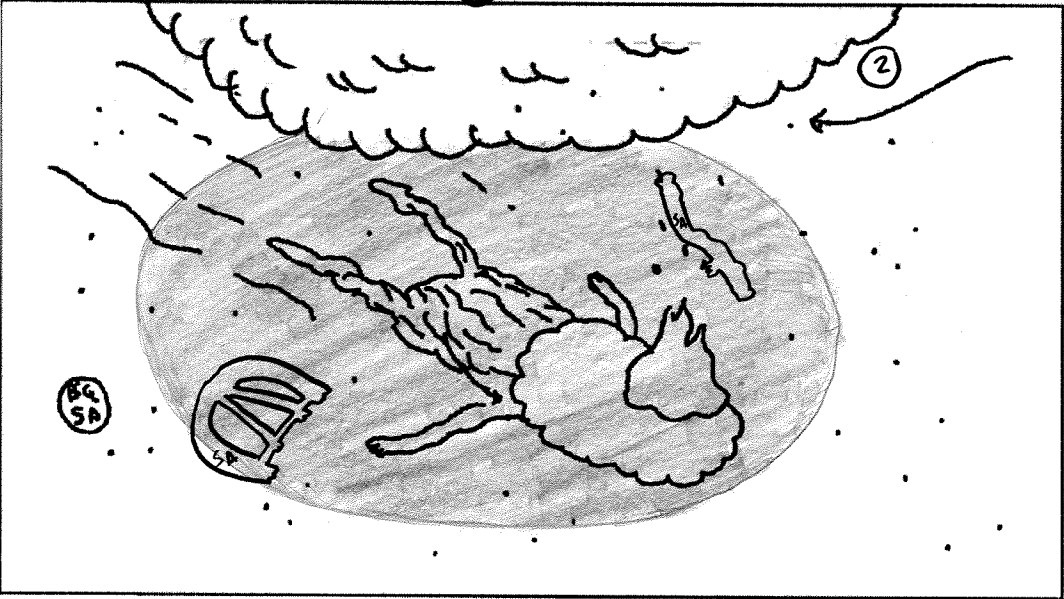
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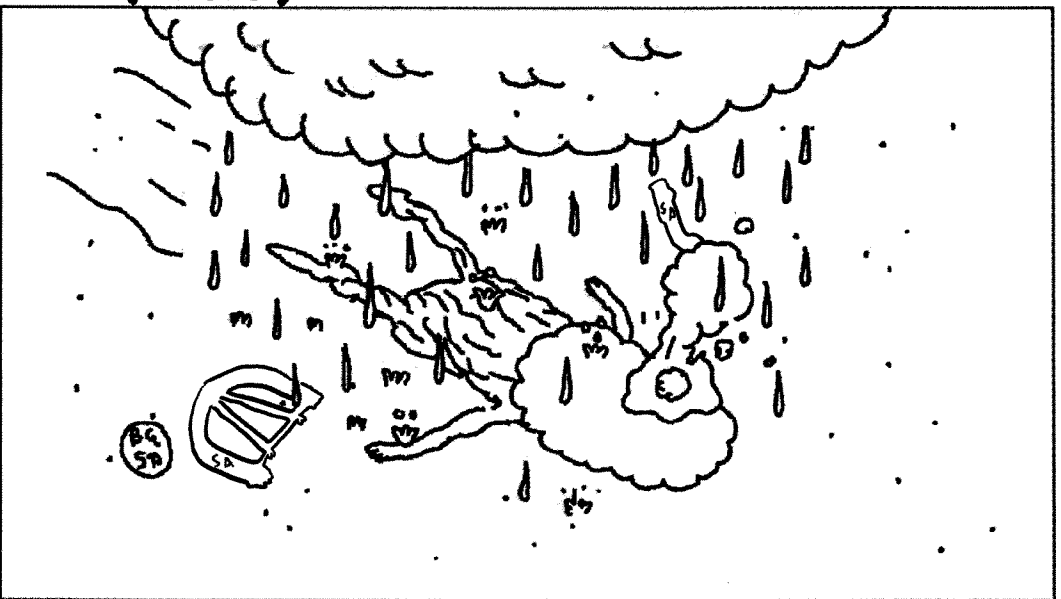
ADVENTURE TIME



Sc. 1 CONT Pnl. B Bg. day night



Sc. 1 CONT Pnl. C Bg. day night

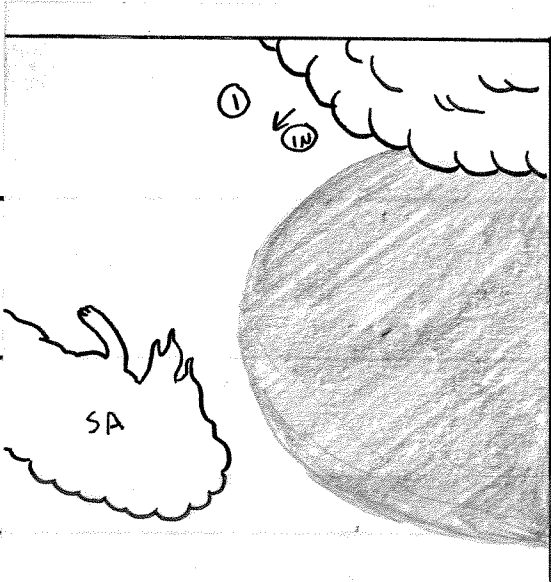


Dialog:

Action:

cloud ENTERS, DIF.
FROM PB'S CLOUD SHIP.

Timing:



SFX/ SIZZLE, FIRE GOING OUT.

STARTS TO RAIN, FIRE
STARTS TO GO OUT, SMOKES. AUG 02 2013

EPISODE # 1014-15

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Production :

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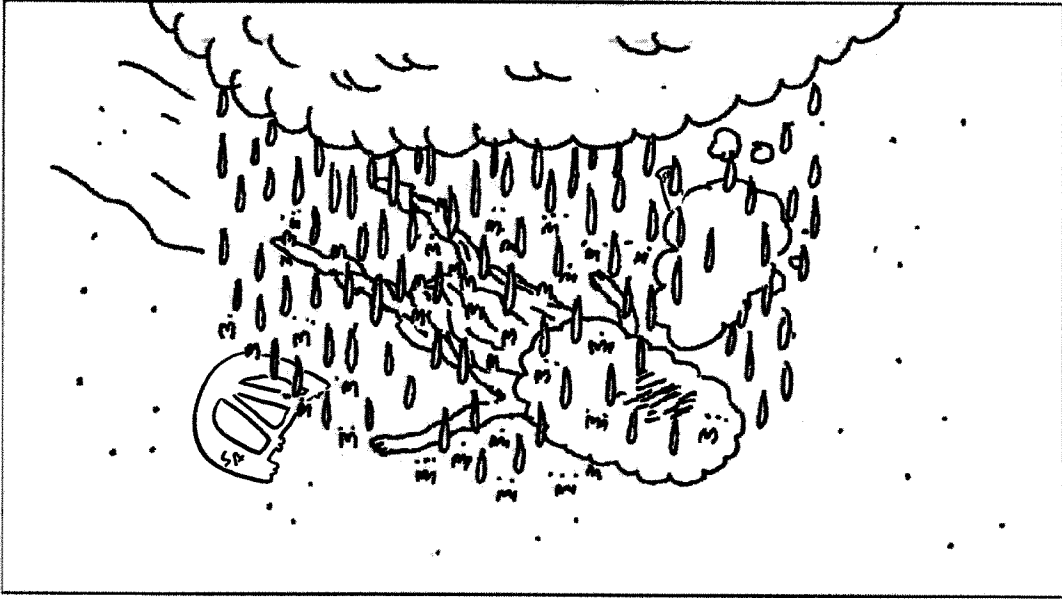
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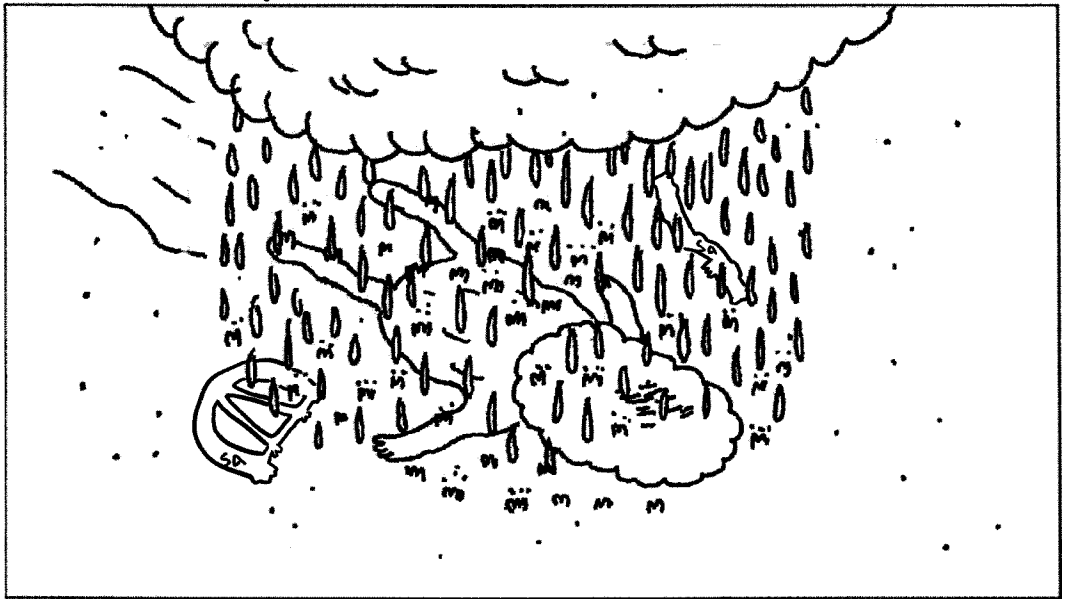
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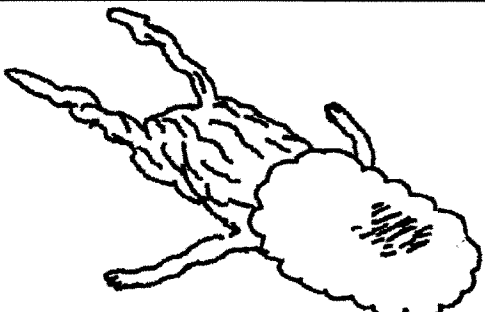
Sc. 1 CONT Pnl. D Bg. day night



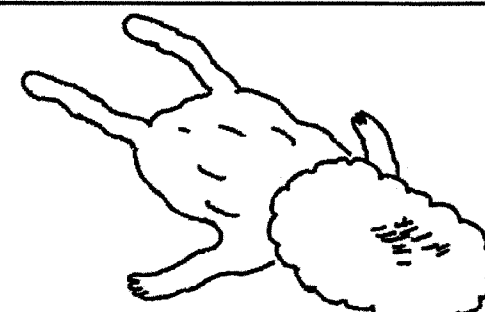
Sc. 1 CONT Pnl. E Bg. day night



Dialog:	
Action:	
Timing:	



L.H.
BEGINS
RE-HYDRATING.



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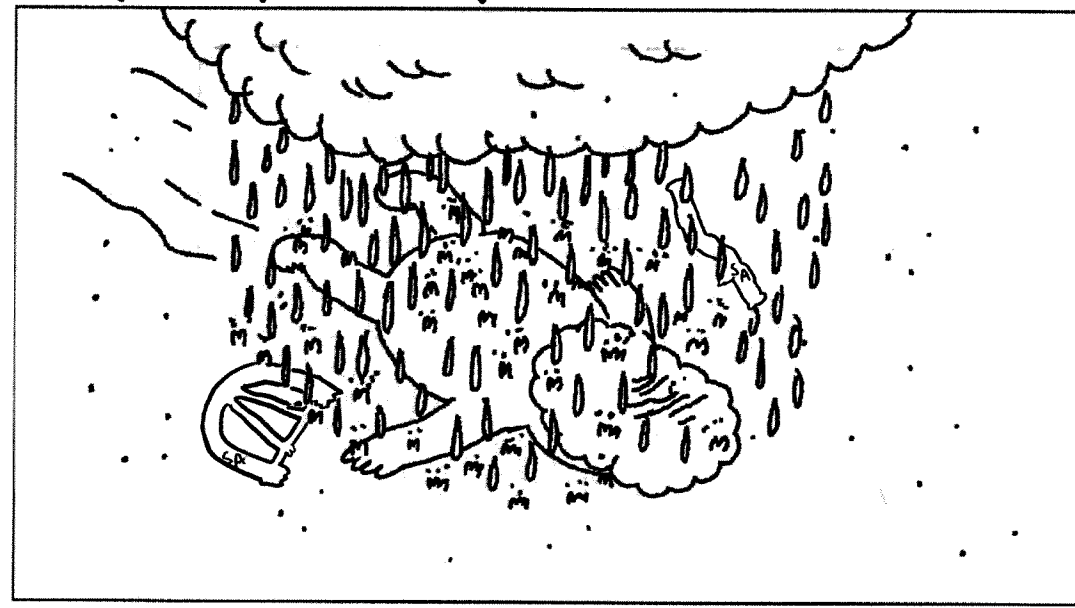
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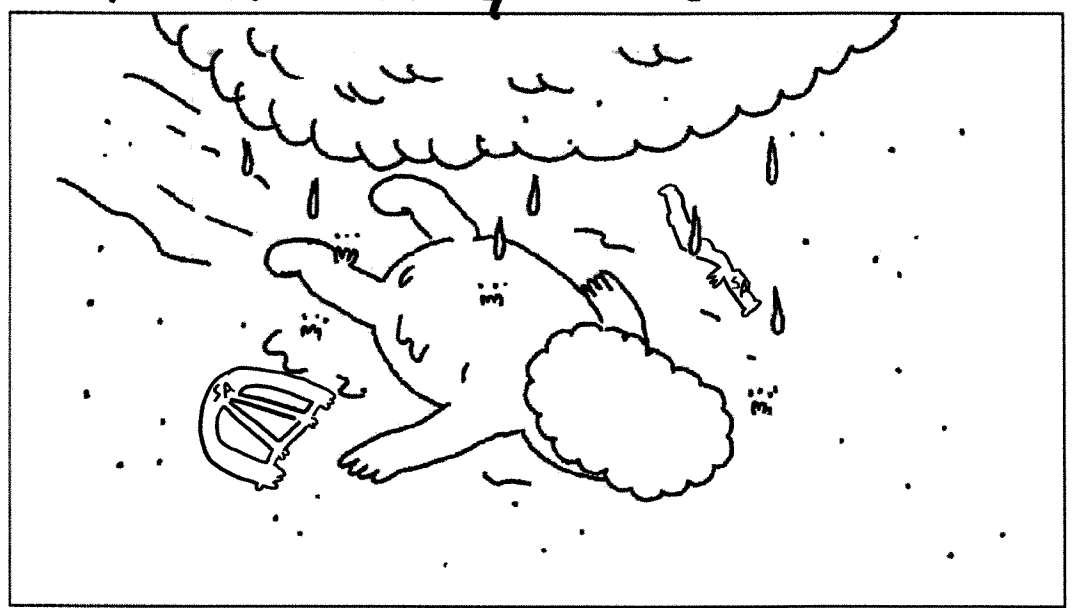
ADVENTURE TIME



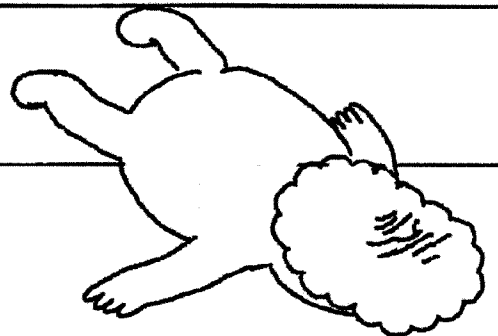
Sc. 1 CONT Pnl. F Bg. day night



Sc. 1 CONT Pnl. G Bg. day night



Dialog:
Action:
Timing:



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Production :

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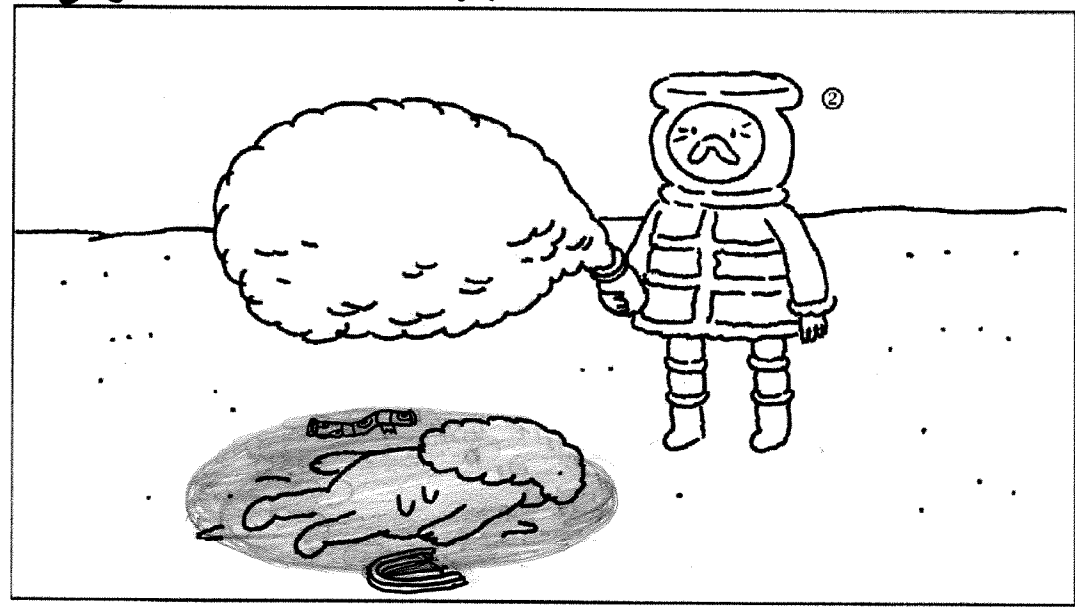
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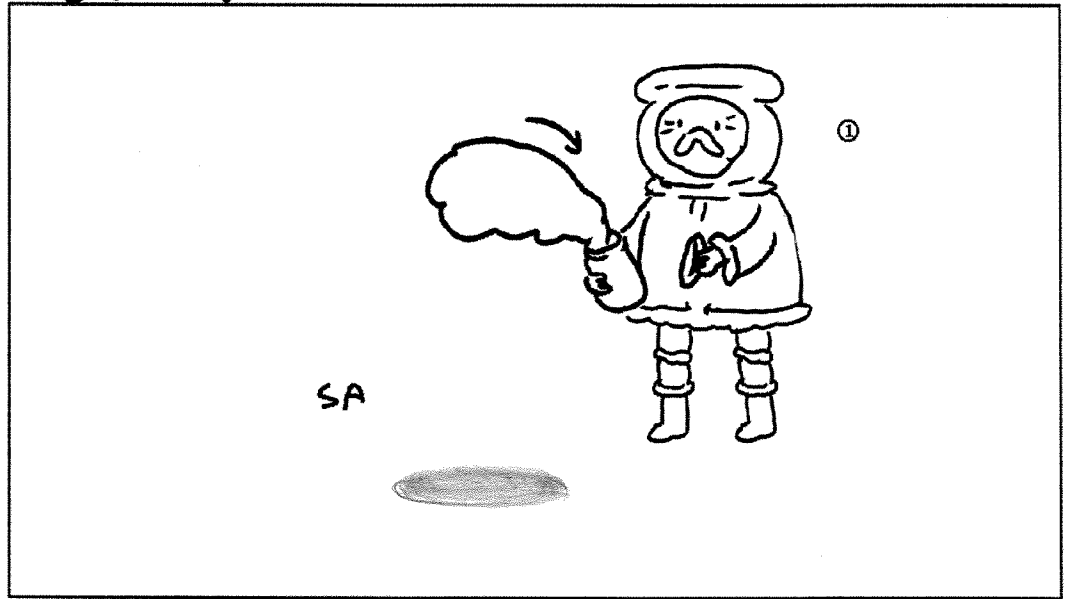
ADVENTURE TIME



Sc. 2 Pnl. A Bg. day night



Sc. 2 CONT Pnl. B Bg. day night



Dialog:

Action:

Timing:

AUG 02 2013

- CLOUD RETREATS INTO JAR.
- PB PUTS RAIN CLOUD AWAY.

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ADVENTURE TIME



Page 6

Sc. 2 CONT Pnl. C

Bg.

day night

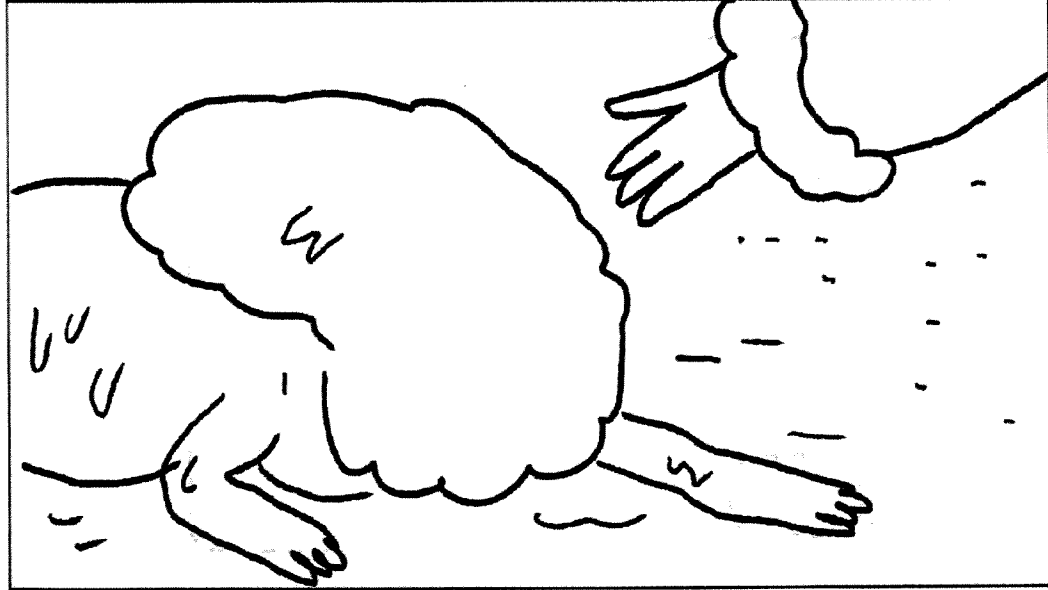


Sc. 3

Pnl. A

Bg.

day night



Dialog:

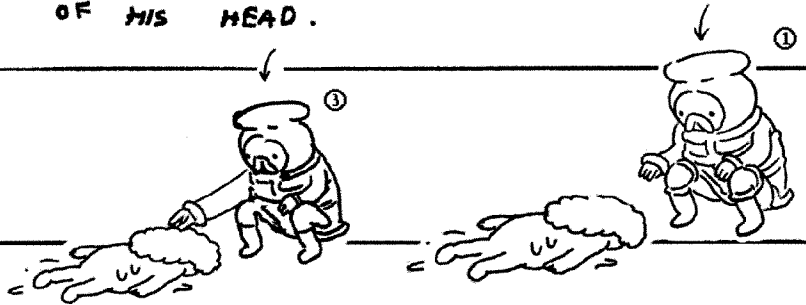
PH.B / PSST. LEMON HOPE.

Action:

-PB TAPS HIM ON THE SIDE OF HIS HEAD.

Timing:

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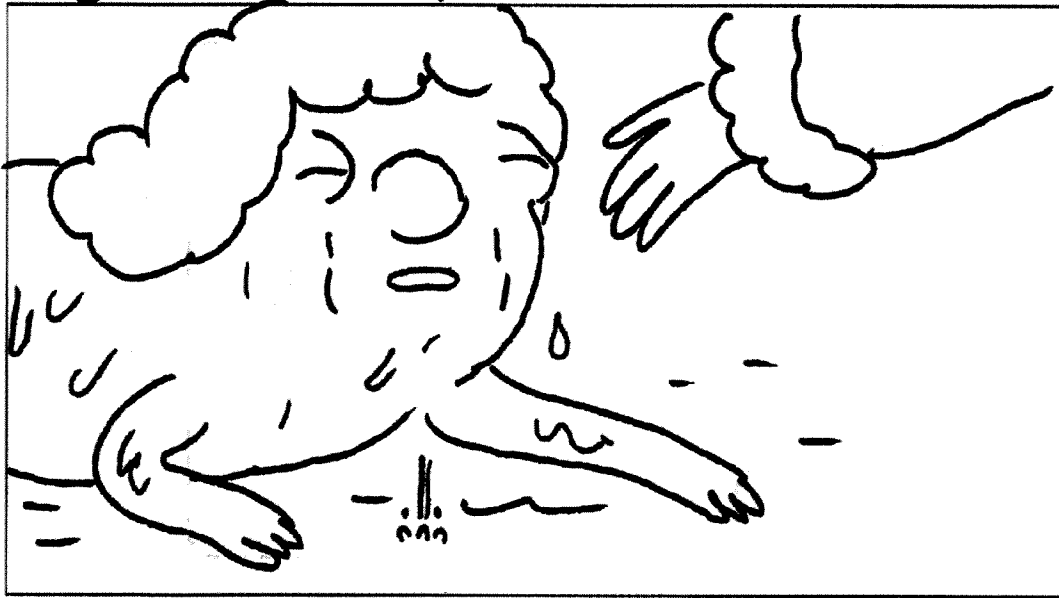
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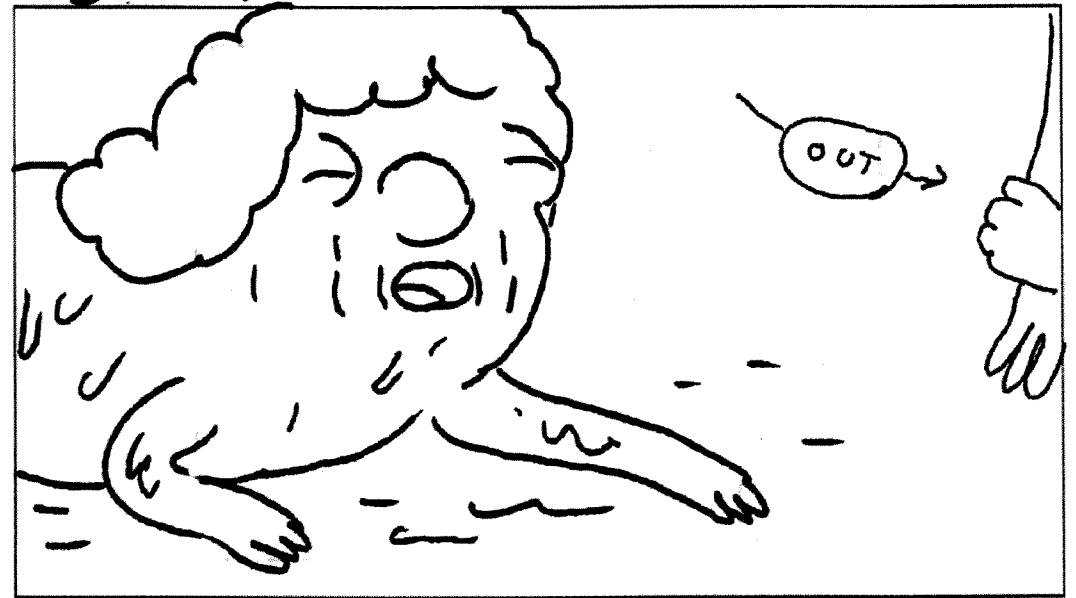


Page 7

Sc. 3 CONT Pnl. B Bg. day night



Sc. 3 CONT Pnl. C Bg. day night



Dialog:	
(P) HEY, THAT'S BETTER!	(LH) .. WHO ARE YOU.
Action:	
- LH LIFTS HEAD	
Timing:	

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Production :

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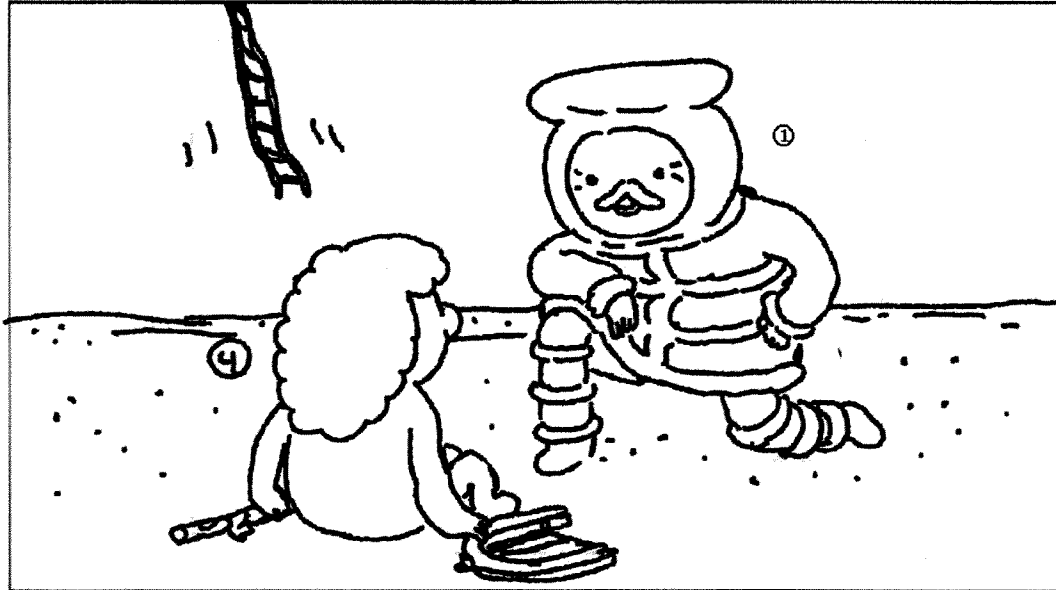
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ADVENTURE TIME

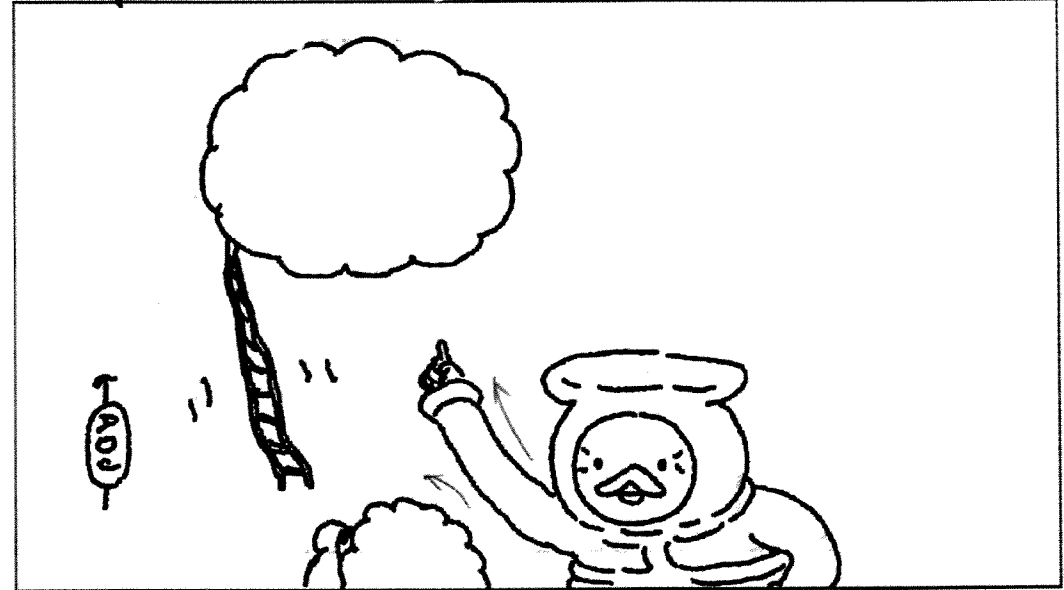


Page **B**

Sc. **4** Pnl. **A** Bg. day night



Sc. **4 CONT** Pnl. **B** Bg. day night

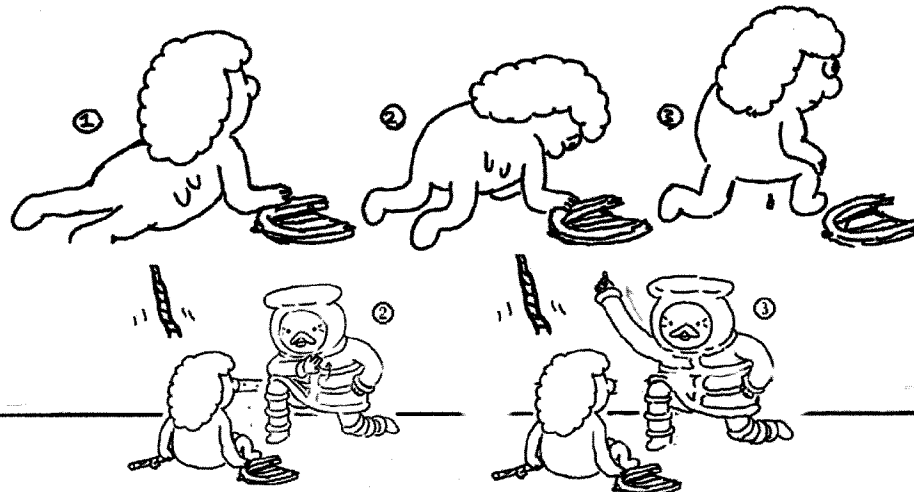


Dialog:
(PH.B) MY NAME'S PHANNEL BOXINGDAY AND I'VE BEEN WATCHING YOU AND YOUR HARD, HOT, LIFE IN THIS DESERT FROM UP THERE,

(PHB) IN MY CLOUD-TRAWLER!

Action:
 - LH SITS UP.

Timing:



- PB POINTS UP
- LH TURNS HEAD
- ADJ. W/PB'S ACTION.

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Page **9**

Sc. **4 CONT** Pnl. **C**

Bg.

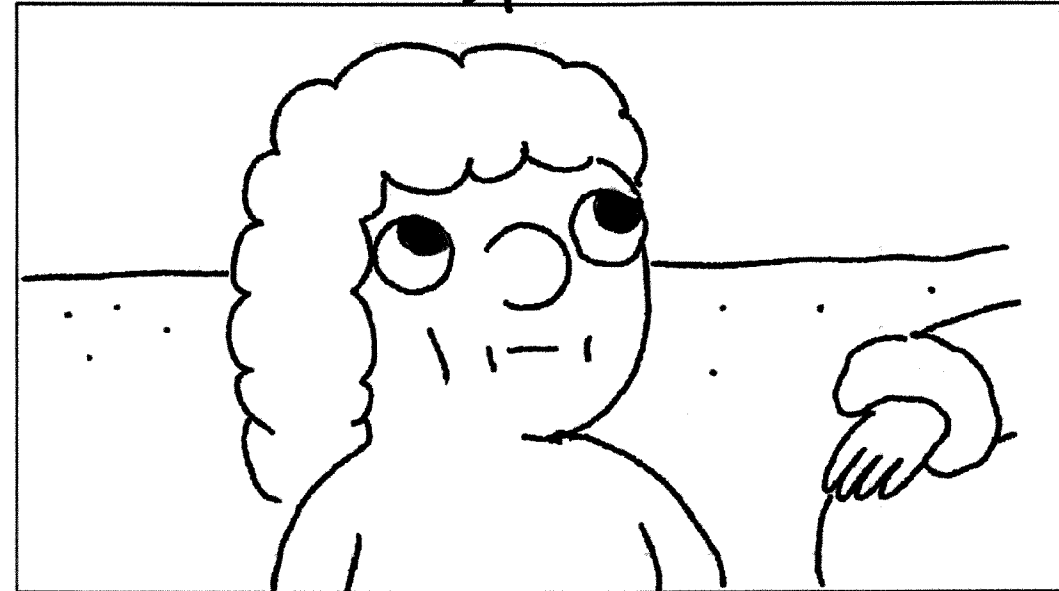
day night

Sc. **5**

Pnl. **A**

Bg.

day night



Dialog:

(PH.B) I THOUGHT YOU MIGHT NEED
A HAND.

(LH) MMM HMM.
(NON COMMITTAL)

Action:

Timing:

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Production :

ADVENTURE TIME



Page 10
10A NBT
day night

Sc. 6

Pnl. A

Bg.

day night

Sc. 6 cont

Pnl. B

Bg.



Dialog:

(PH.B) KID, TRUTH BE TOLD YOU'RE
LOOKING A LITTLE RAW. YOU'RE
TOTALLY FREE TO COME HANG OUT

(PH.B) WITH ME UNTIL YOU'RE FEELING
STRONGER...

Action:

Timing:



S.P. 1
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ADVENTURE TIME



Sc. 7

Pnl. A

Bg.

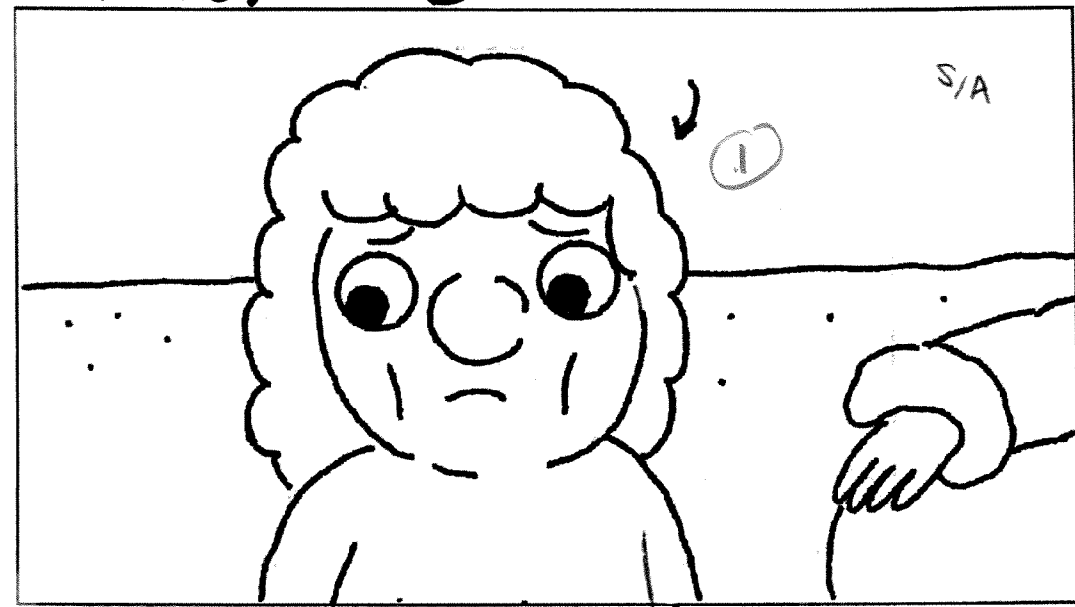
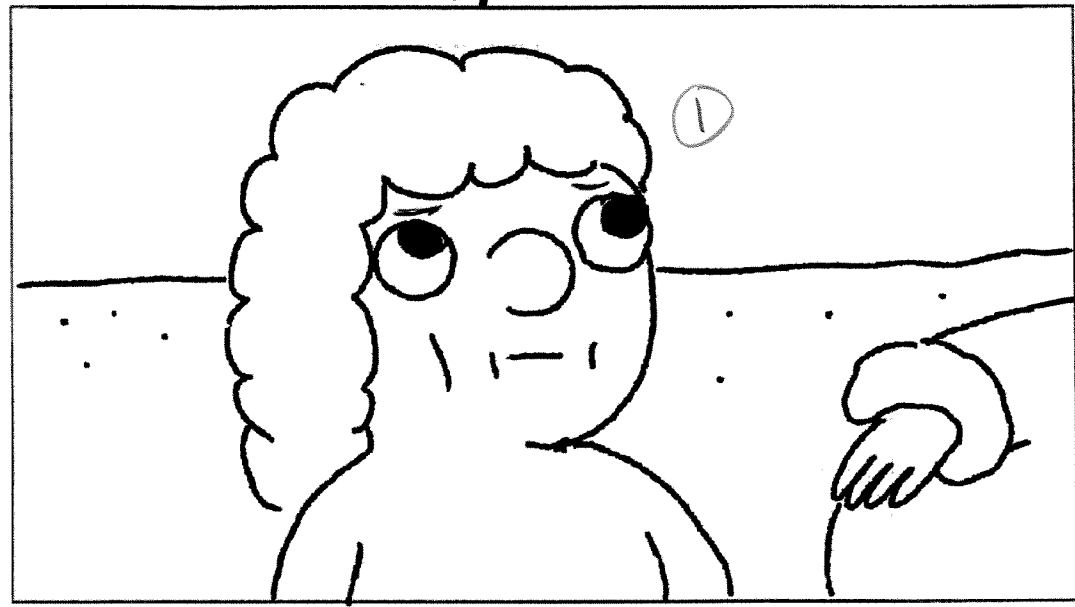
day night

Sc. 7 cont

Pnl. B

Bg.

Page 10A
11 NEXT
day night



Dialog:

LH: mmmm

(015)
PHB: IT'S YOUR CHOICE.

S.P. ②

Action:

- LH LOOKS AWAY

Timing:

②
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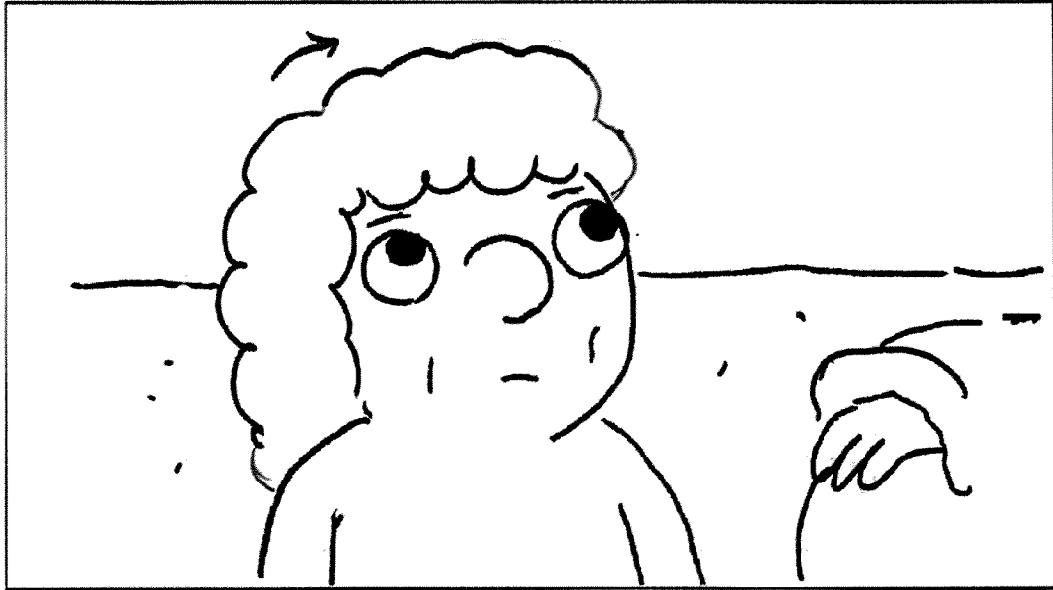


Page 11
11A NEXT
day night

Sc. 7 CONT Pnl. C

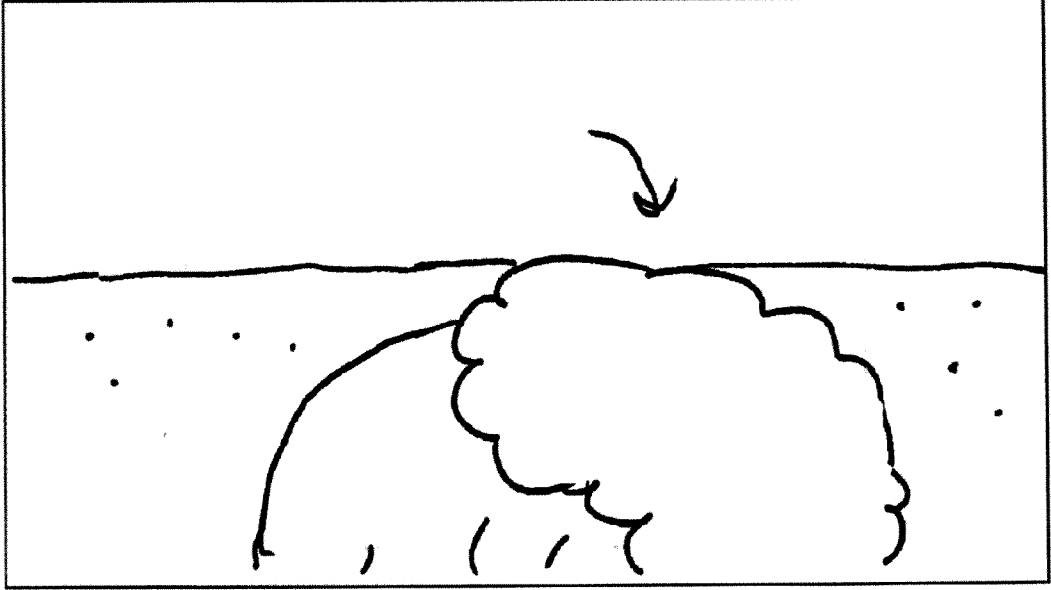
Bg.

day night



Sc. 7 CONT Pnl. D

Bg.



Dialog:

Action:

-LH PERKS UP AT "YOUR CHOICE."

-LH LEANS FORWARD

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Timing:

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Page **11A**
12 NEXT
day night

END

Sc. **7 CONT**

Pnl. **E**

Bg.

day night

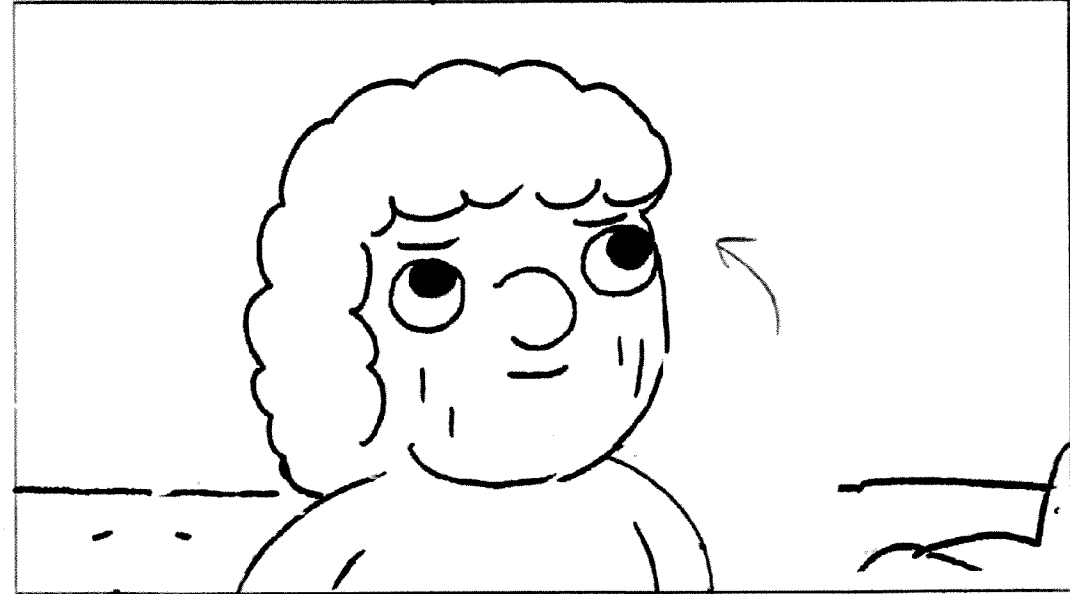
Sc. **7 CONT**

Pnl. **F**

Bg.



PAN
↑



(START)

Action:

- LH STANDS UP
- PAN W/ ACTION

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Timing:

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Production :

ADVENTURE TIME

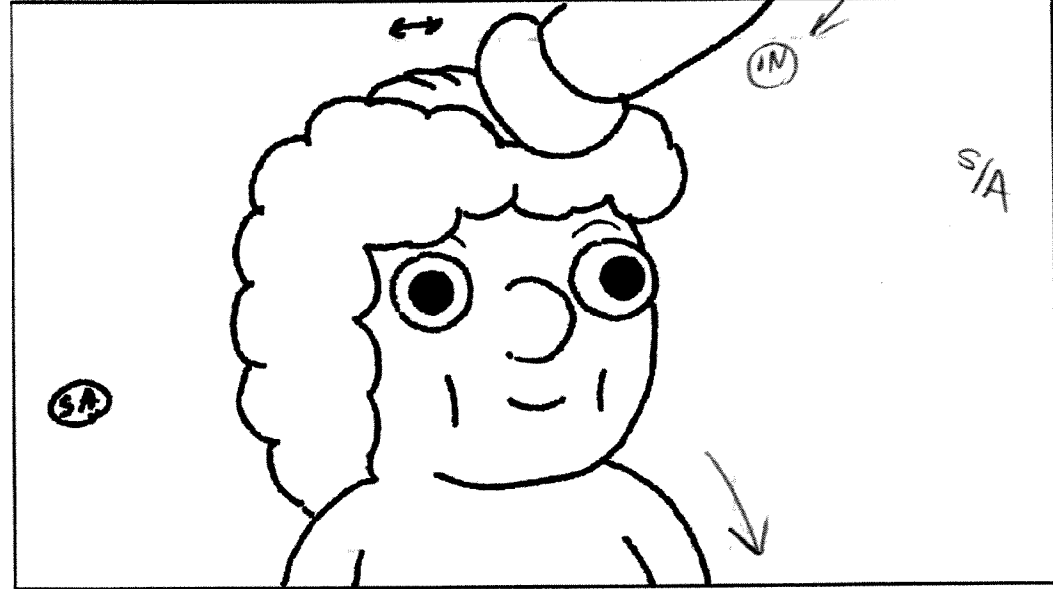


Page **12**
PLANET
day night

Sc. **7 CONT** Pnl. **6** Bg. day night



Sc. **7 CONT** Pnl. **14** Bg. day night



Dialog:

Ⓟ LET'S GO, DUDE

Action:

-LH NODS, THUMBS UP.

-PHIANNEL TOUSLES LH'S HAIR

(SAME AS PB TOUSLING
HS HAIR IN SC. 38 OF PART I)

Timing:

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ADVENTURE TIME

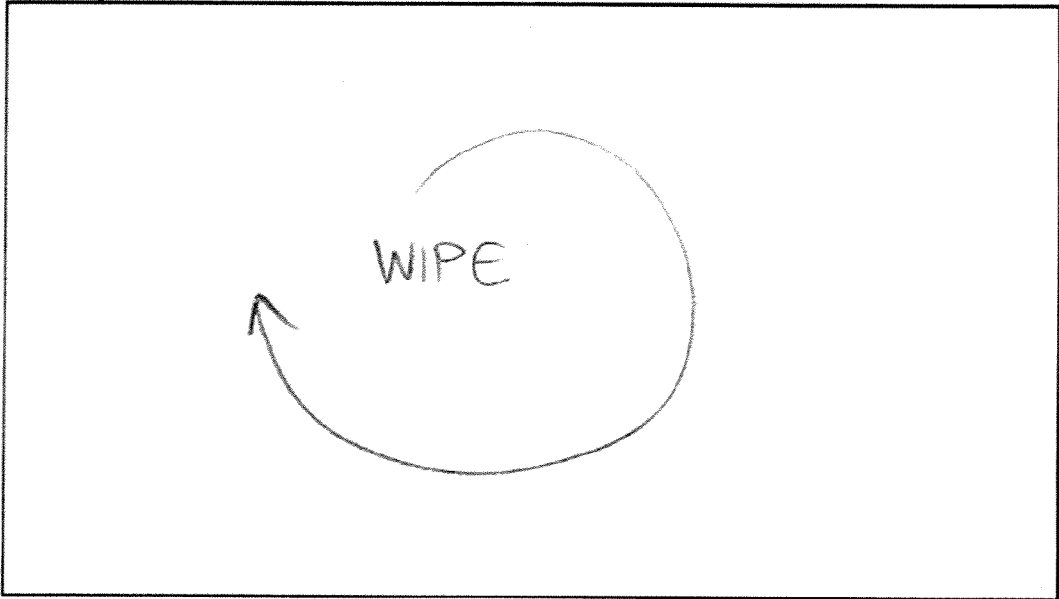


Sc. 7 CONT

Pnl.

Bg.

day night

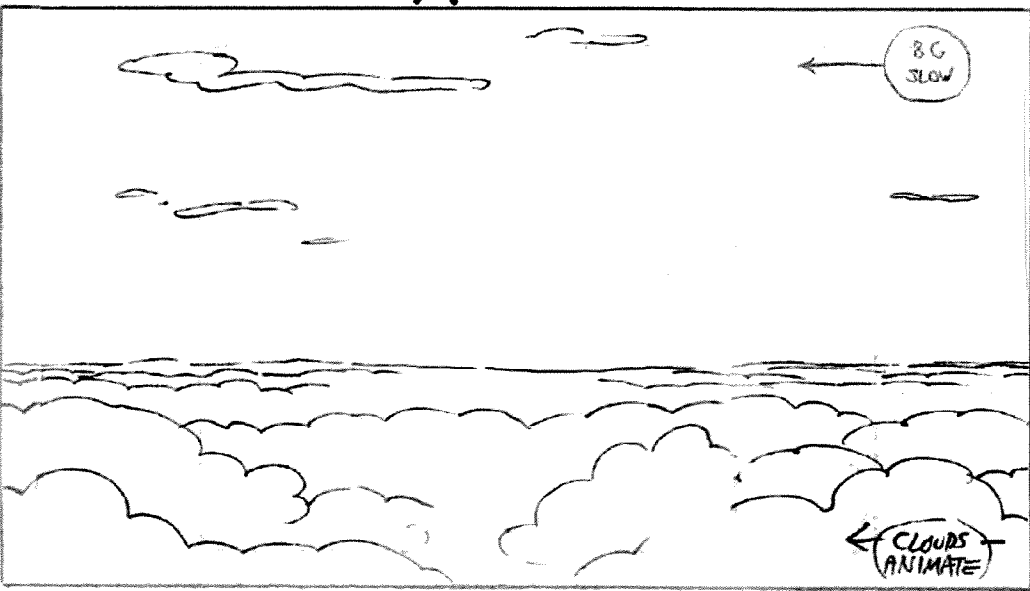


Sc. 8

Pnl. A

Bg.

Page 12A
13 NEXT
day night

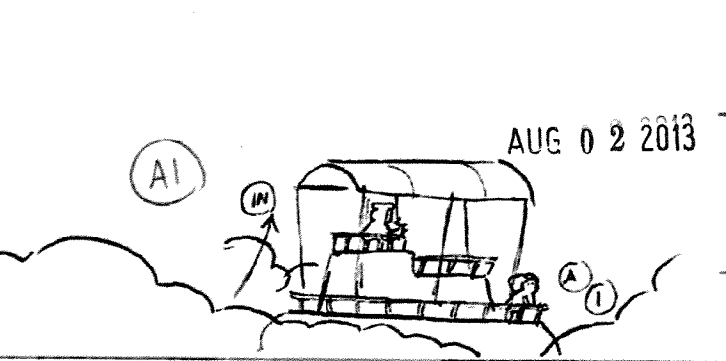


Dialog:

Action:

- TRAWLER RISES
ON / S

Timing:



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ADVENTURE TIME



Page **13**

Sc. **8 CONT** Pnl. **B**

Bg.

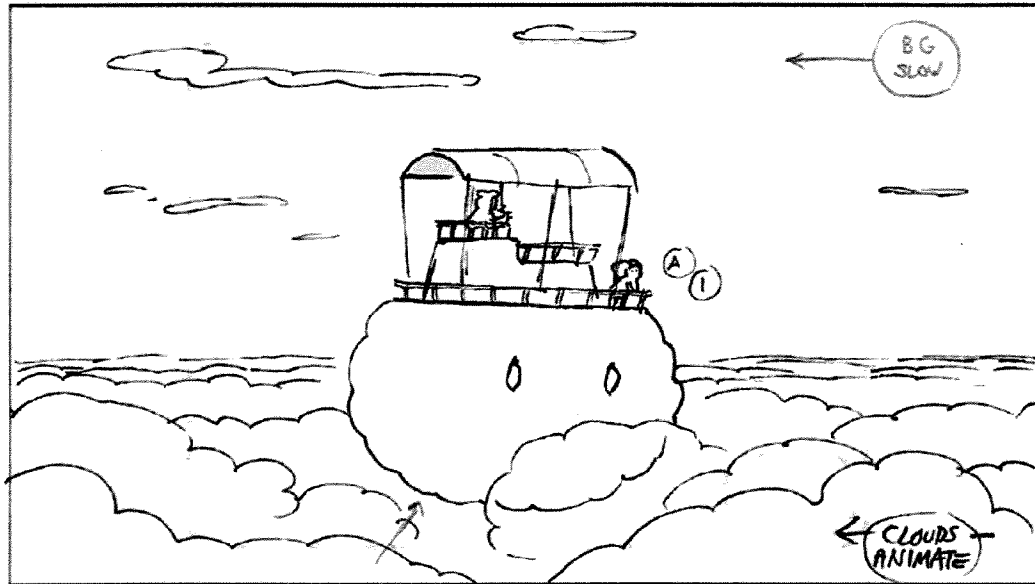
day night

Sc. **9**

Pnl. **A**

Bg.

day night



Dialog: **PHCANNE:** Sooo... read any good books lately?...

LH: I can't read.

Action: - TRAWLER SLOWLY THROUGH CLOUDS.

B hair waves in breeze.

clouds slowly pass / hair waves in breeze

Timing:

B (2)
Turns to hear question.

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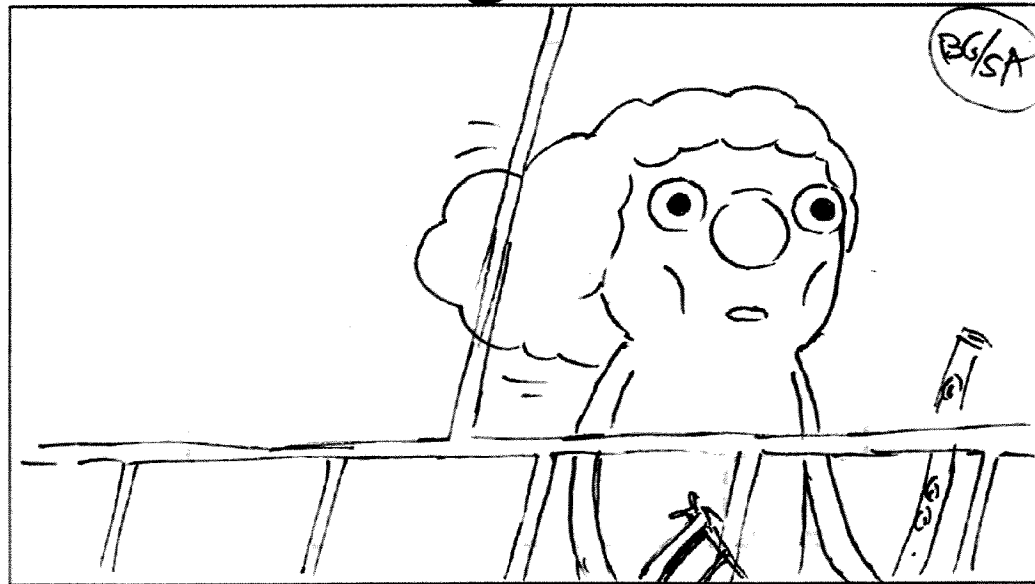
Production :

ADVENTURE TIME



Page 14

Sc. 9 CONT Pnl. B Bg. day night



Sc. 9 CONT Pnl. C Bg. day night



Dialog: (LH) They tried to teach me in school but I just faked it.

(PHLANNER) euhhh...
(TO-SELF a bit)

Action:

CYCLE:
hair blows
up +
settles down

Timing:

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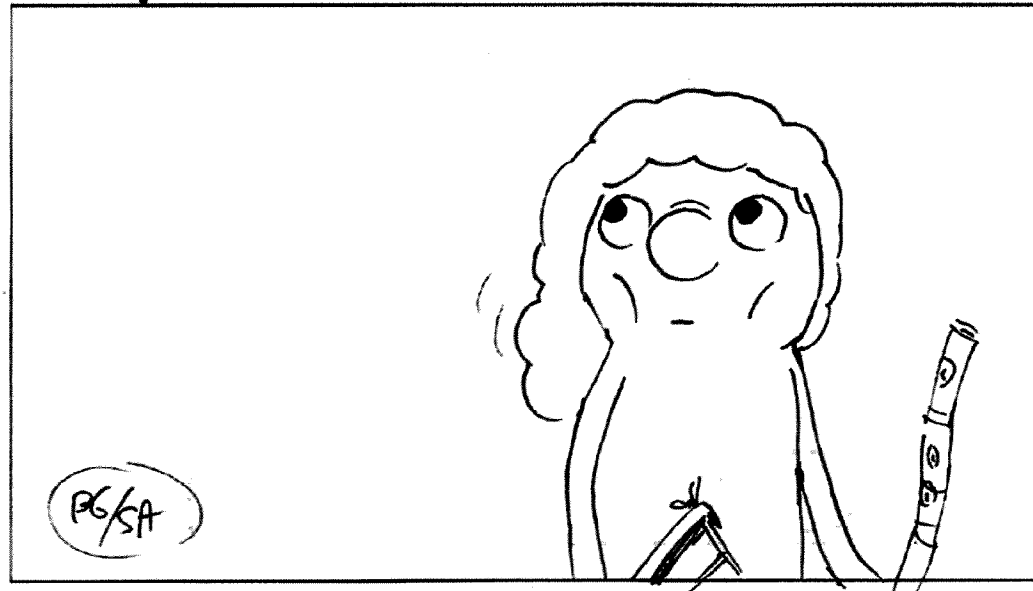
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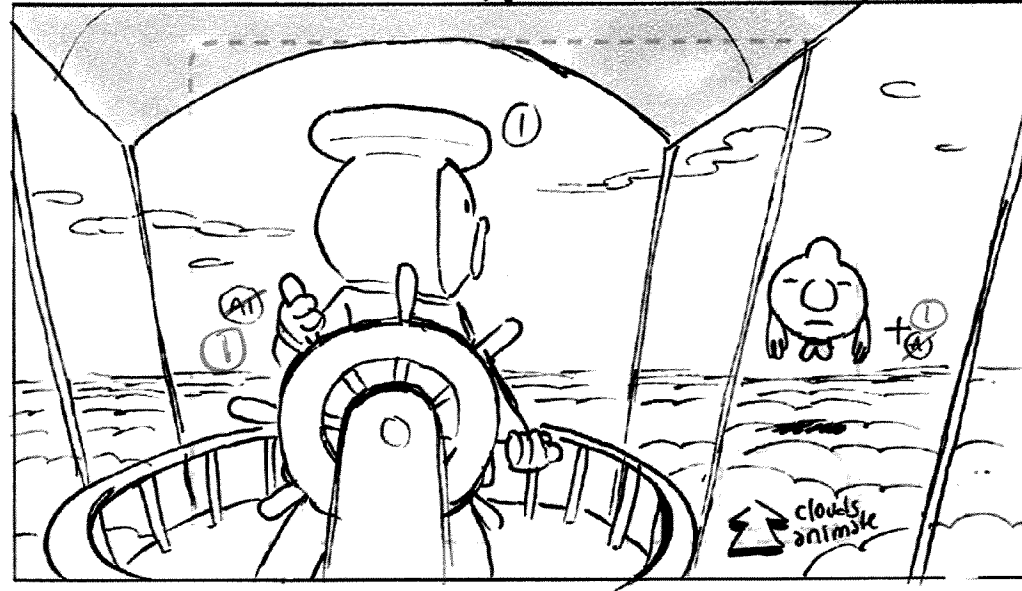


Page **15**

Sc. **9 CONT** Pnl. **D** Bg. day night



Sc. **10** Pnl. **A** Bg. day night

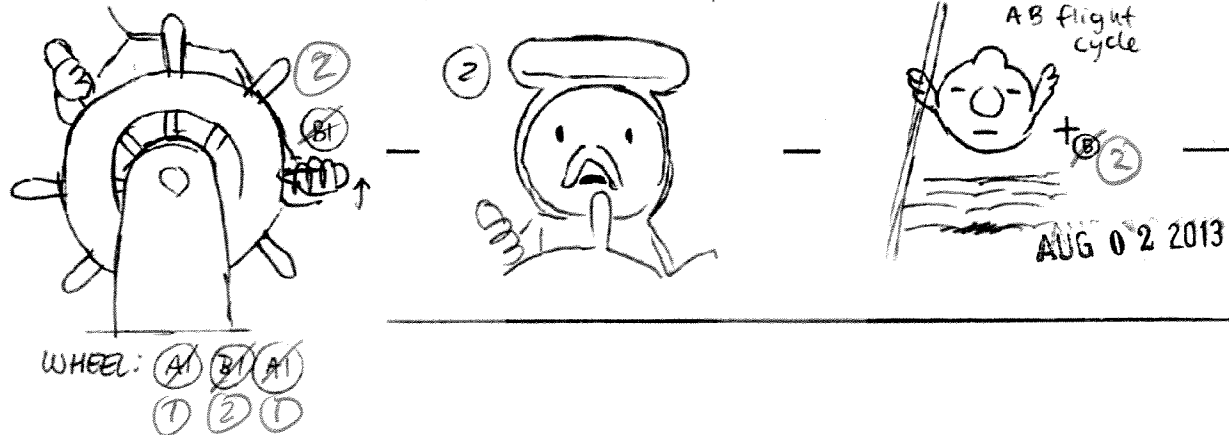


Dialog: **PHLANNEL:** Uh-oh! Hold that thought buddy, →

PH: ① Looks like ② a greedland's picked up our scent... →
Dangit he's a fast one...

Action:

Timing:



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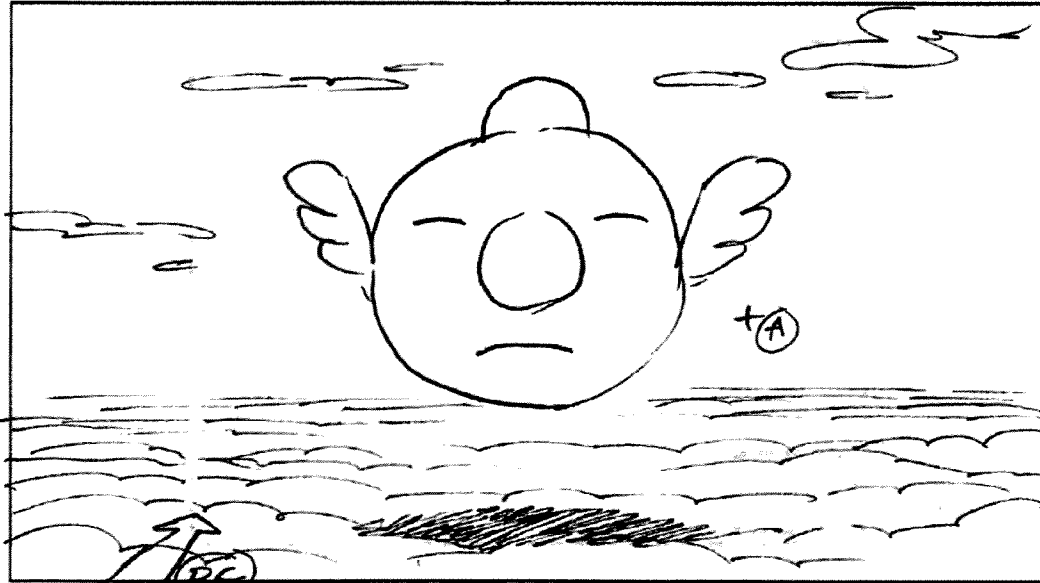
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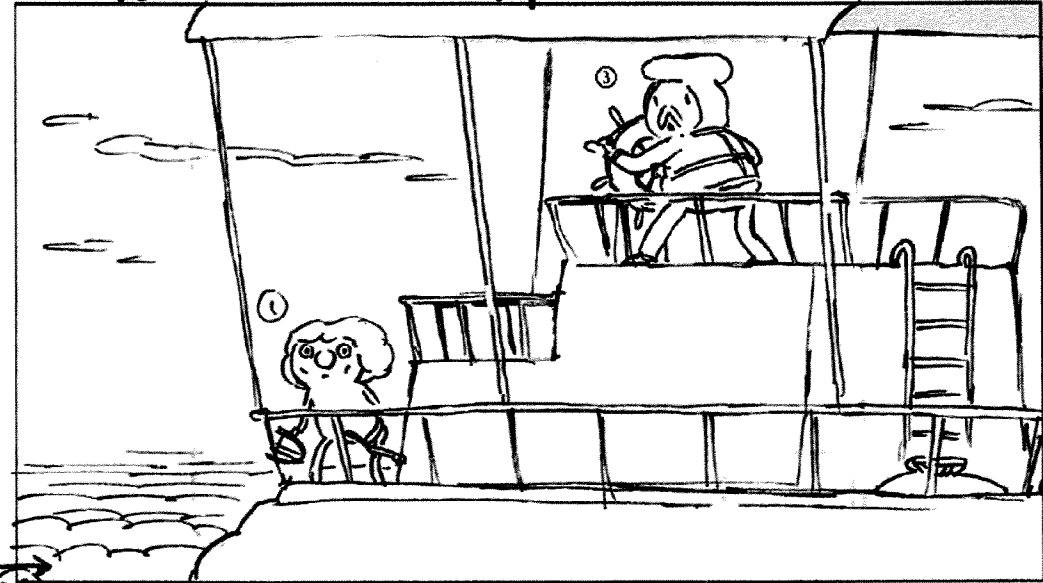


Page **16**

Sc. **H** Pnl. **A** Bg. day night



Sc. **12** Pnl. **A** Bg. day night

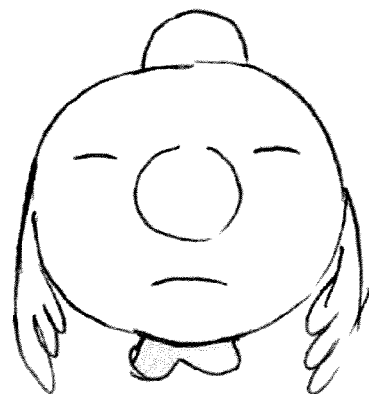


Dialog: **PHLANNE** O.S.
We can't outrun 'im, but
maybe we can drive him off.

PH: I need you to play that
flute of yours Lemonhope.

Action: flying cycle

Timing:



-hair
waves in
breeze



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ADVENTURE TIME

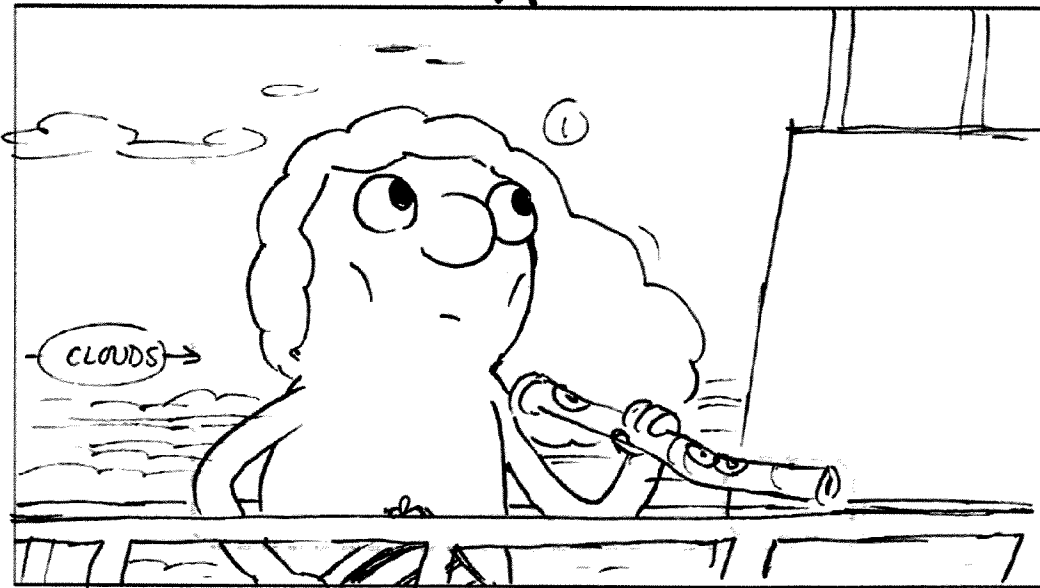


Page 17

Sc. 13 Pnl. A Bg. day night



Sc. 14 Pnl. A Bg. day night



Dialog: PH: I saw how you wrassled those scorpions before - PH: OS NOW PLAY THAT FLUTE WITH ALL YOUR MIGHT!

Action:

Timing:



- hair waves in breeze
- clouds pan across



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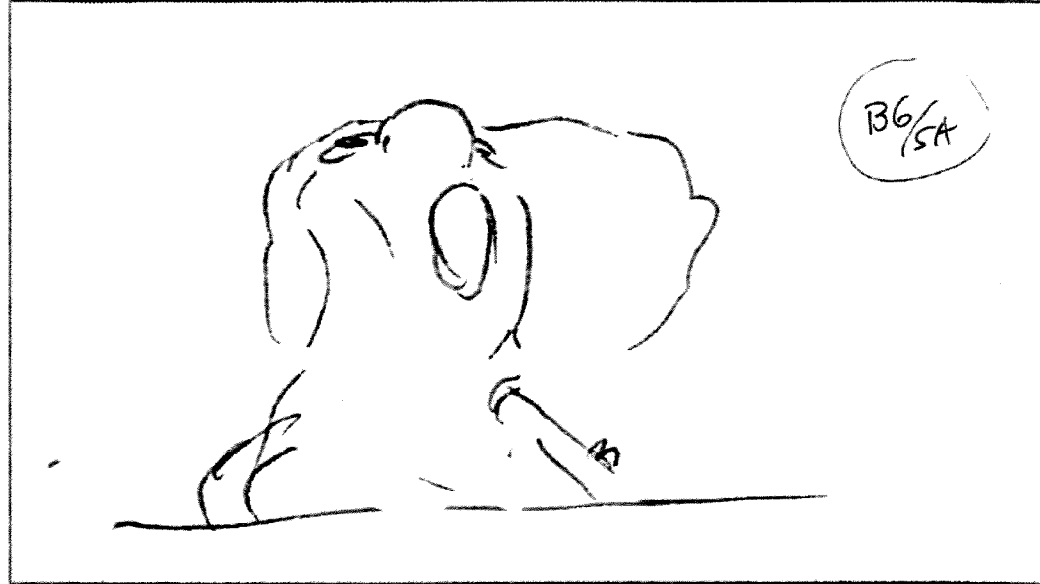
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1014-157

ADVENTURE TIME



Sc. 14 *CONT* Pnl. *B* Bg. day night



Sc. 14 *CONT* Pnl. *C* Bg. day night



Dialog:

(LH) * INHALE *

(SFX):

* SKRONK!! *

Action:

Lemonhope blows flute with
all his might.

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Timing:

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Production :

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18A NEXT

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ADVENTURE TIME



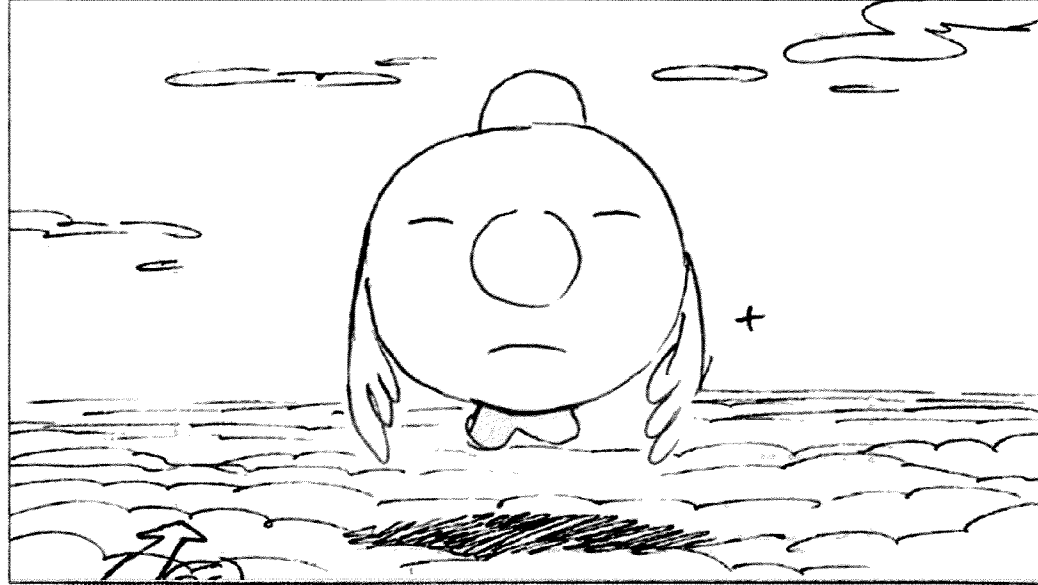
Page 18A
19 NEXT
day night

Sc. 15

Pnl. A

Bg.

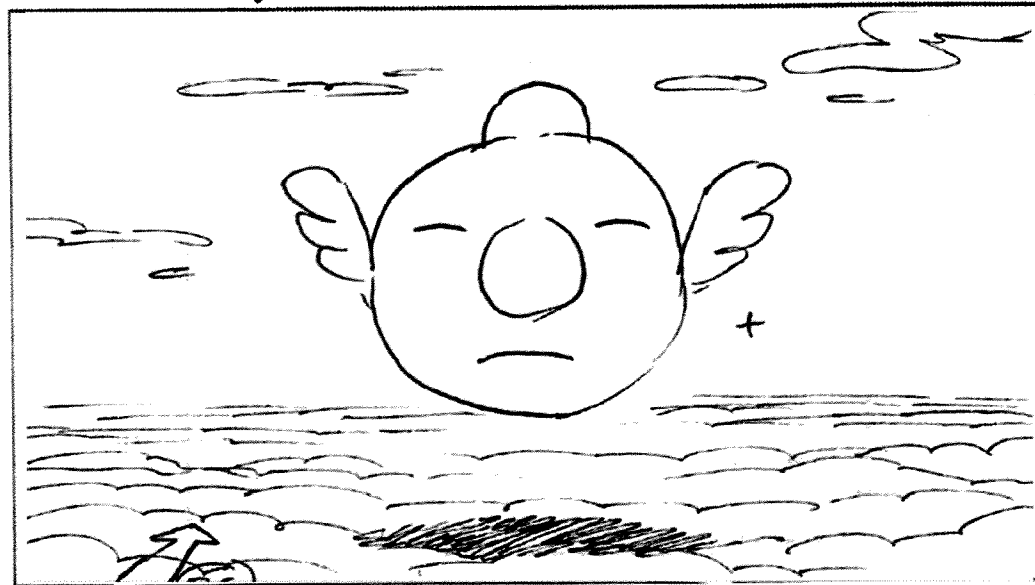
day night



Sc. 15 *cont*

Pnl. A1

Bg.



Dialog:

Action:

Timing:

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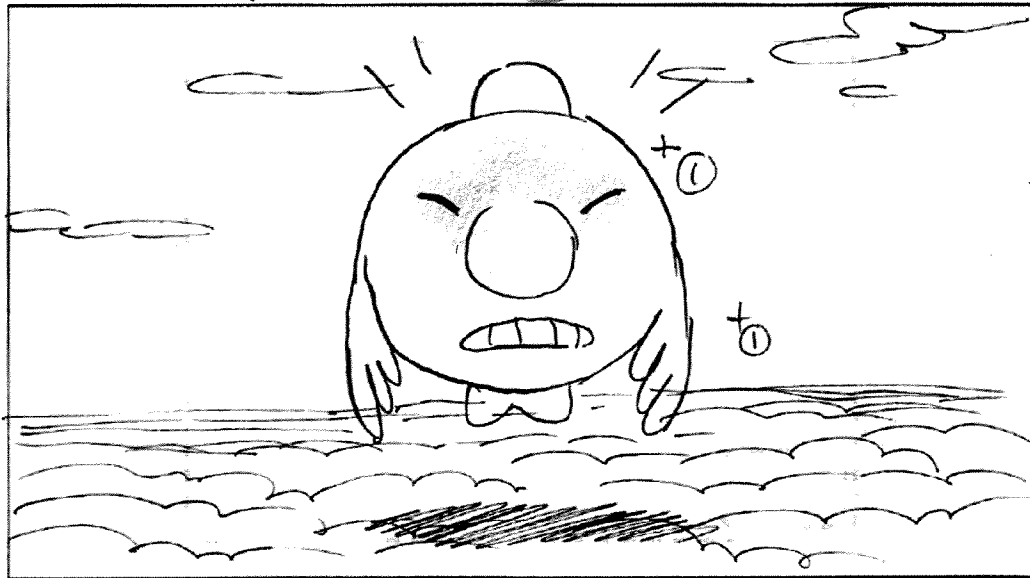
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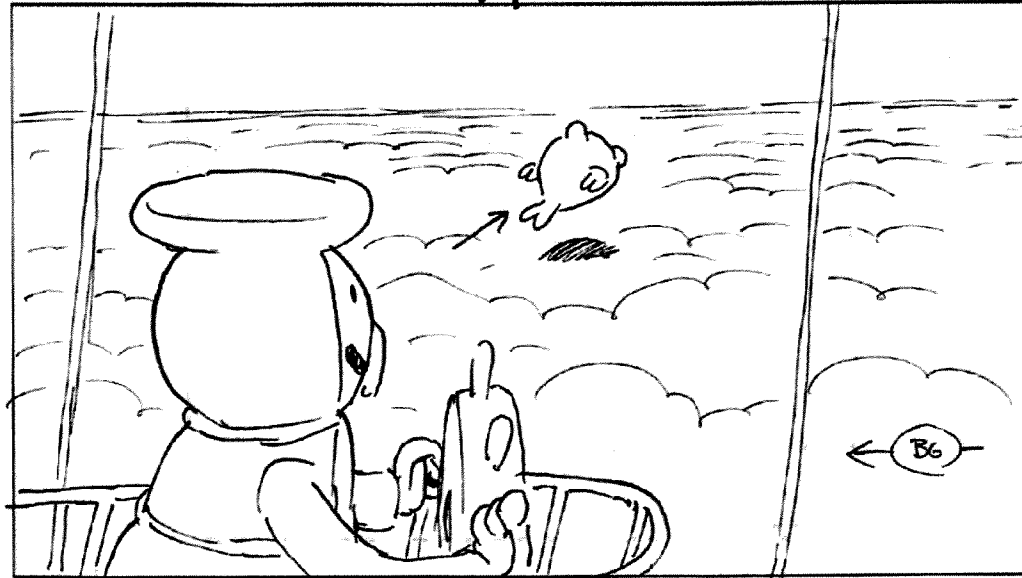


Page **19**

Sc. **15 CONT** Pnl. **B** Bg. day night



Sc. **16** Pnl. **A** Bg. day night



Dialog:
SFX: *SKRONK
SKRONK
SKRONK!*

Action: Angry monster
Flys away from
Elute noise

Timing:

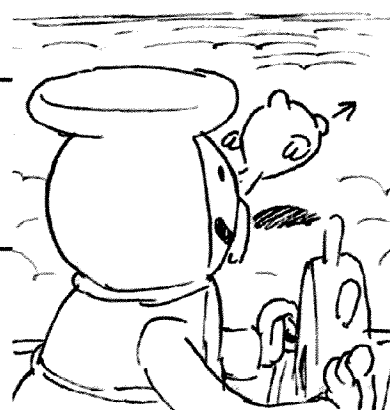


PHLANNEL: Keep it up Lemonhope,
it's working!

- GREED LARD FLIES AWAY AT AN ANGLE,

S.P.

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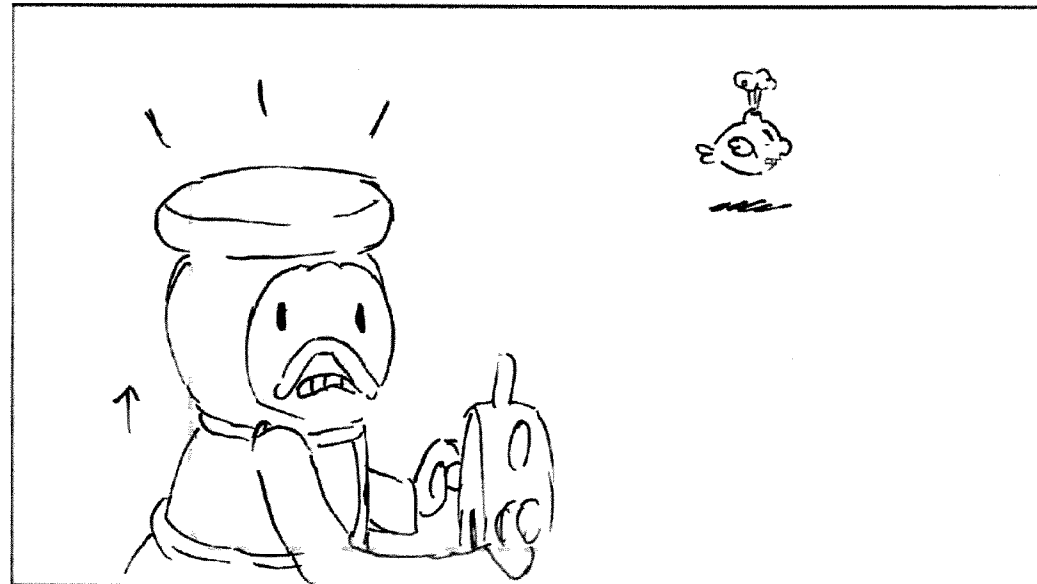


Page 20
day night

Sc. 16 *CONT* Pnl. *B* Bg. day night



Sc. 16 *CONT* Pnl. *C* Bg. day night



Dialog: (PH:) He's turning off.

(SFX:) * FOGHORN HONK *

Action: Monster blows air out of blowhole

Timing:

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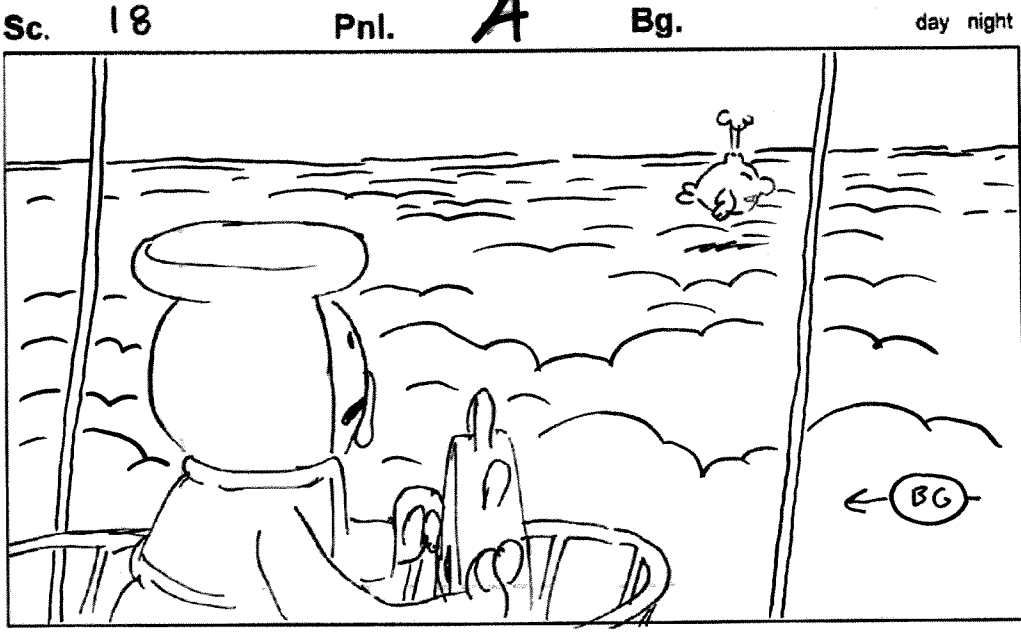
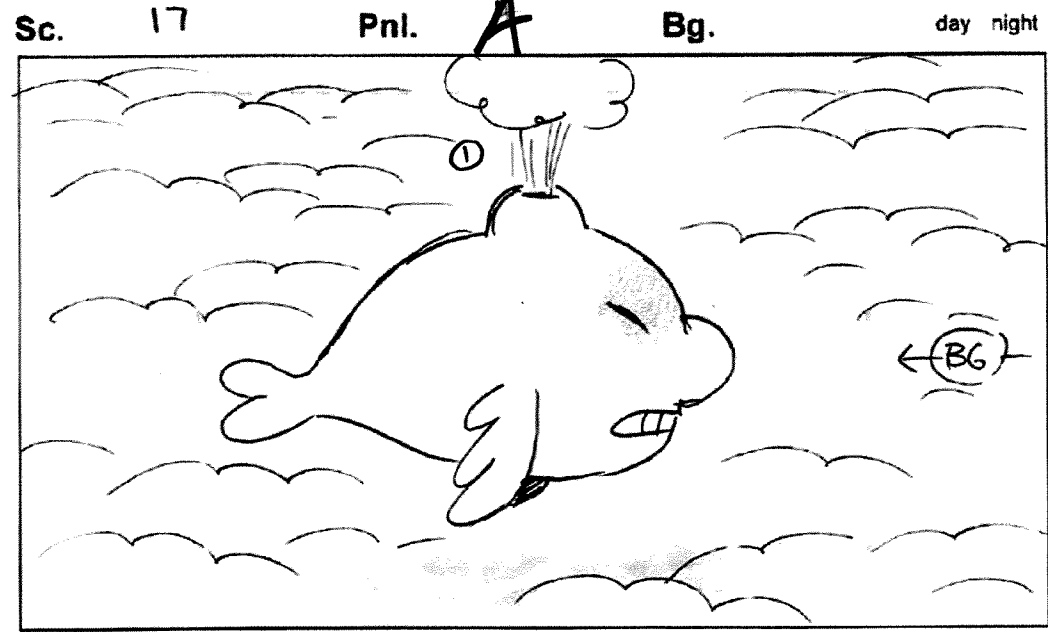
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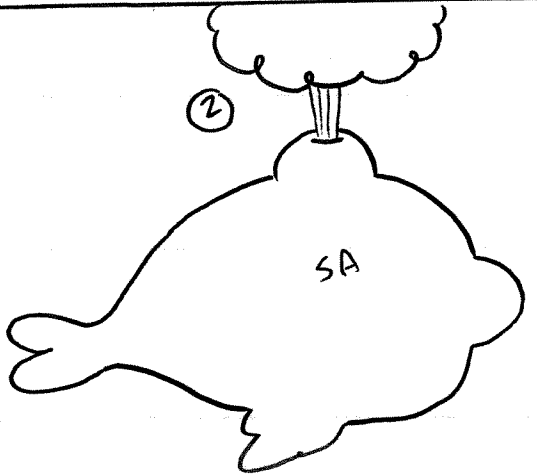
ADVENTURE TIME



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Dialog:	<p>(PH) LAMNEL (OS) No - wait - →</p> <p>(SFX:) *HONK HONK*</p>	<p>(PH) (cont) → he's mad - we've enraged him.</p> <p>(SFX:) *HONK!*</p>
Action:	CYCLE ①, ②, ①, ② etc.	
Timing:		



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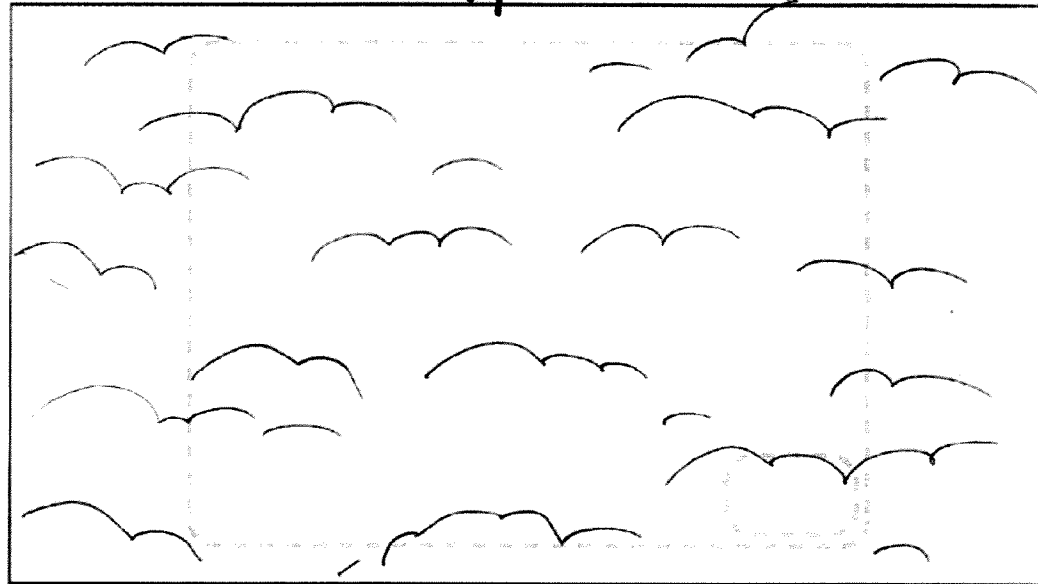
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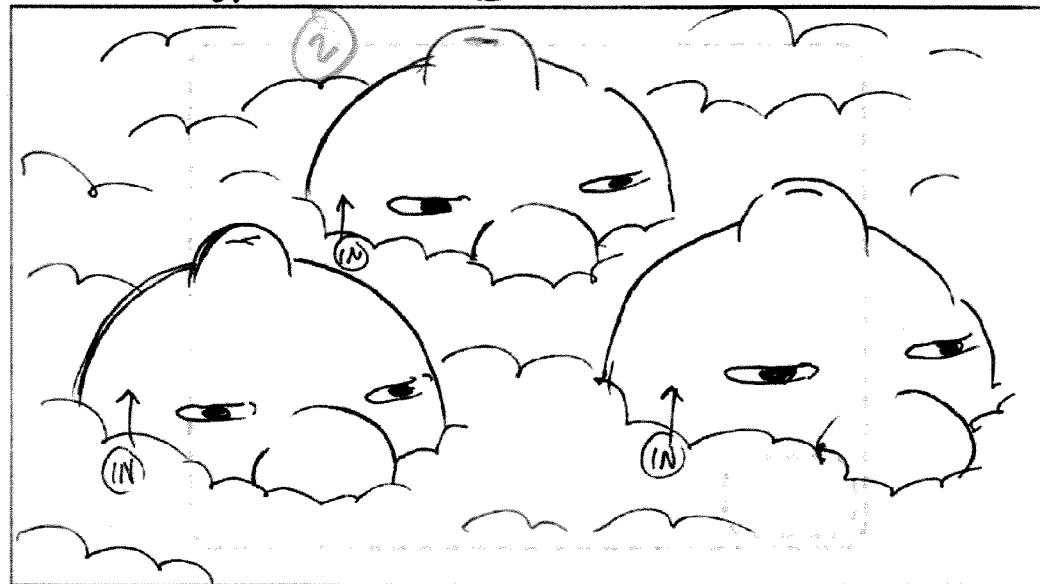


Page **22**

Sc. **19** Pnl. **A** Bg. day night



Sc. **19 CONT** Pnl. **B** Bg. day night



Dialog:

SFX: HONK HONK

PHLANNET (OS) He's calling his pack!

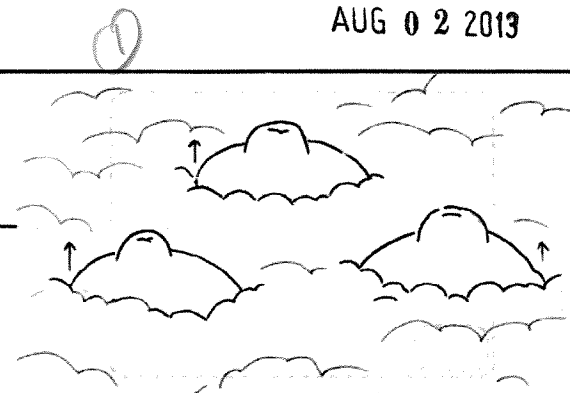
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Action:

monster pack rises up out of clouds

Timing:

SP



EPISODE #

Production :

1014/157

1014/157

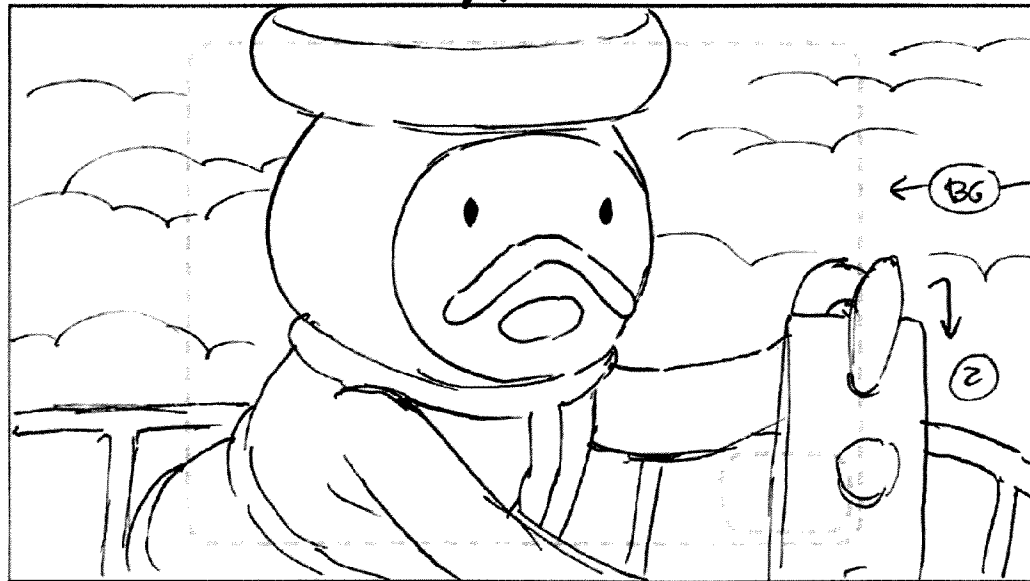
1014/157

ADVENTURE TIME

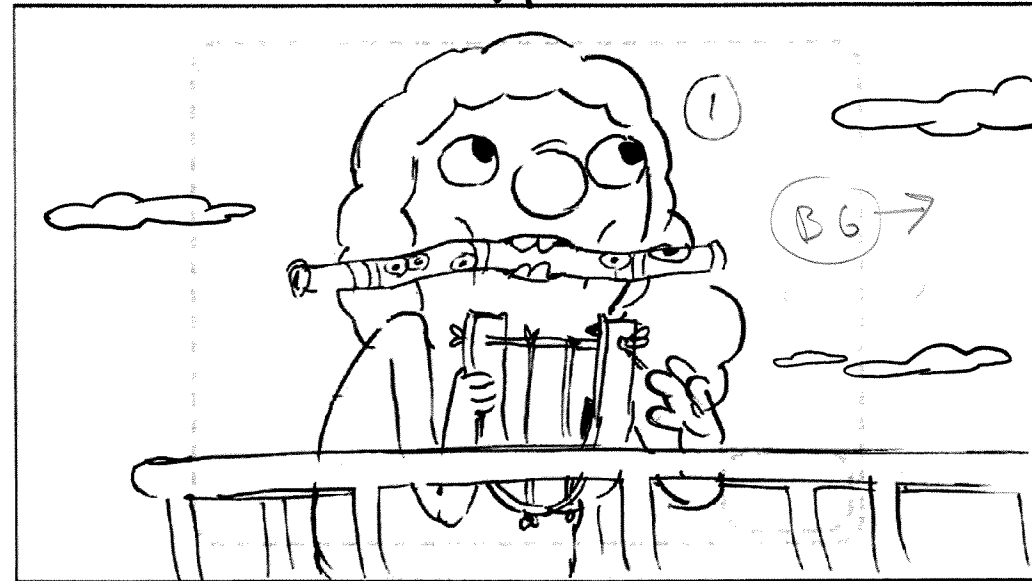


Page **23**

Sc. 20 Pnl. **A** Bg. day night



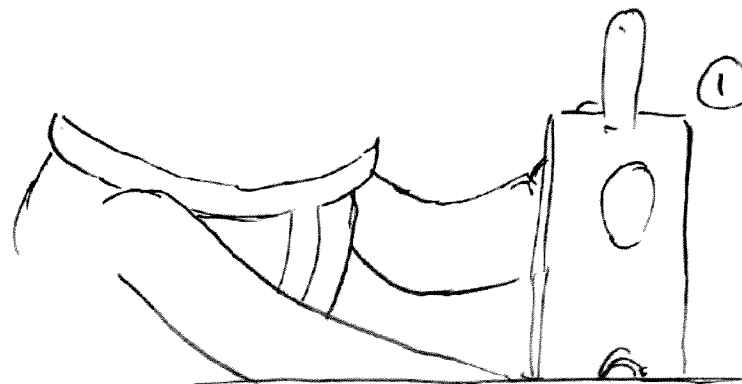
Sc. 21 Pnl. **A** Bg. day night



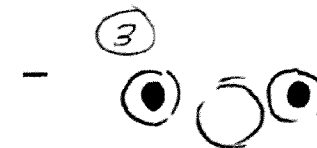
Dialog: (PH) The harp Lemon hope! →

Action:

Timing:



(PH) (OS) Quick quick quick quick!
(SFX) HARP MUSIC GLISSANDOS



AUG 02 2013

- Begins playing harp

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ADVENTURE TIME



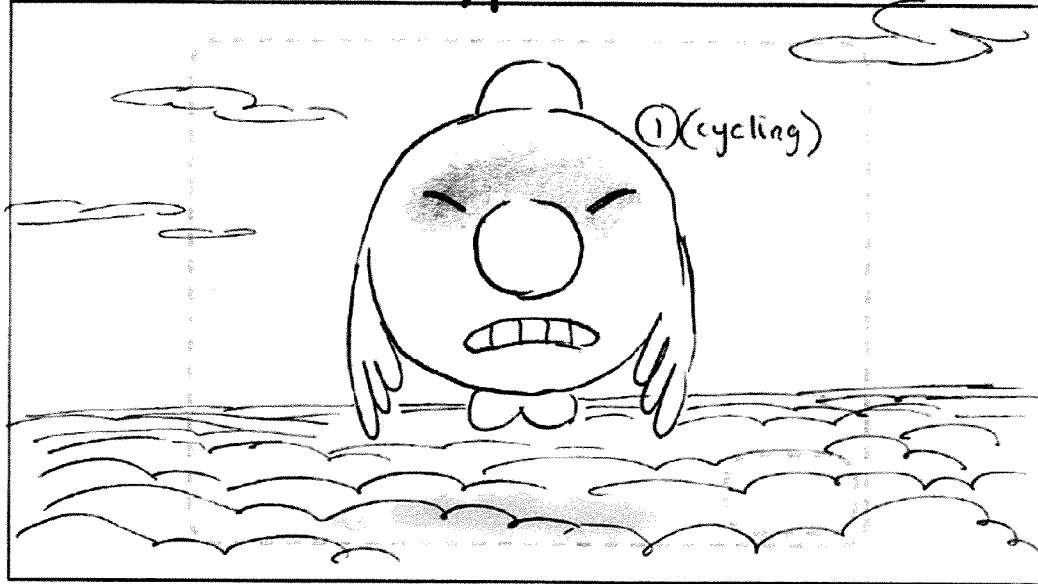
Page **24**

Sc. 22

Pnl. **A**

Bg.

day night

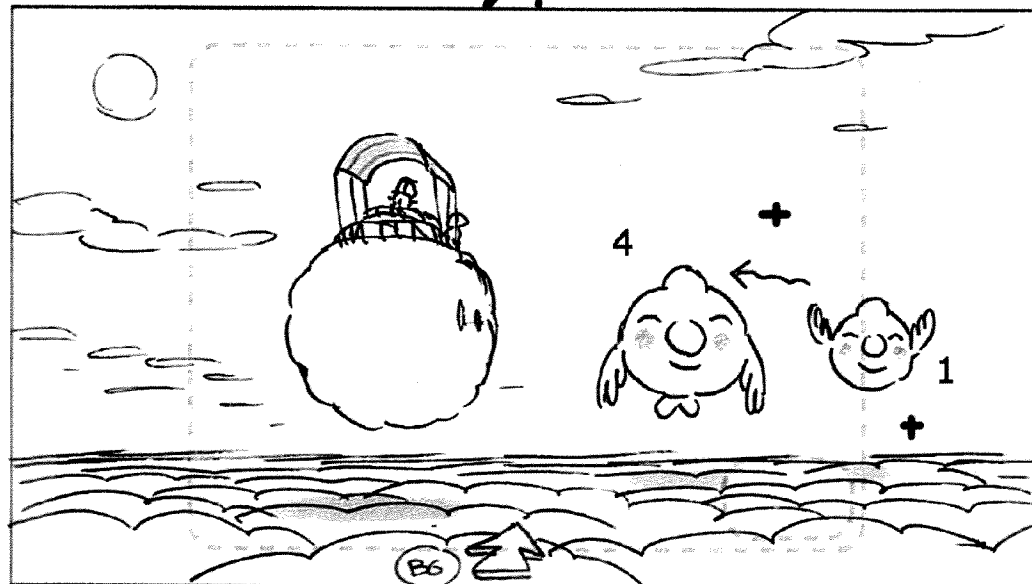


Sc. 23

Pnl. **A**

Bg.

day night



Dialog:

(SFX:) Harp music

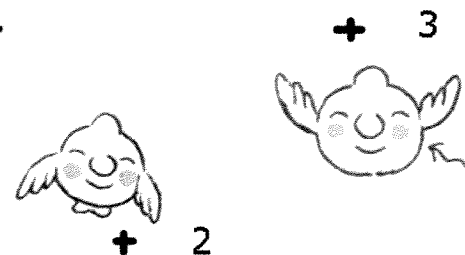
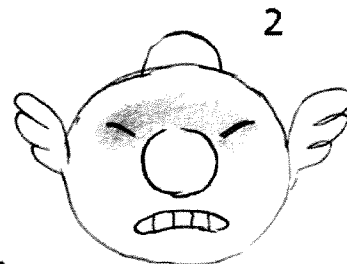
(PH:) we'll lure the beast into the rocks.'

Action:

Monster becomes happy from music

monster is attracted to music on the ship

Timing:



EPISODE #

Production :

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1014/157

1014/157

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Sc. 23 Pnl. B Bg. day night

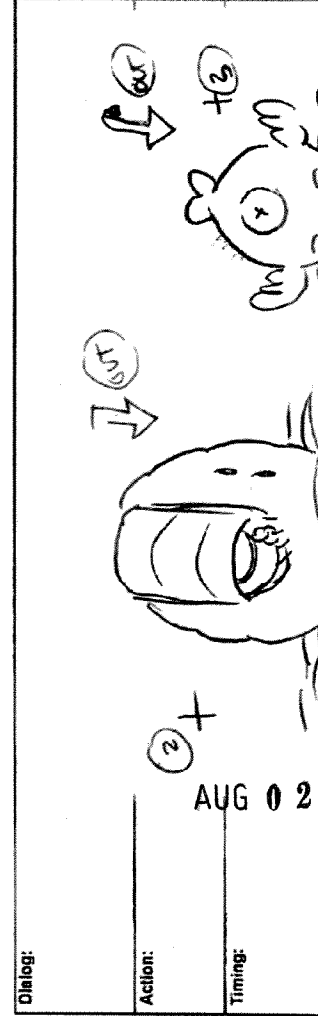
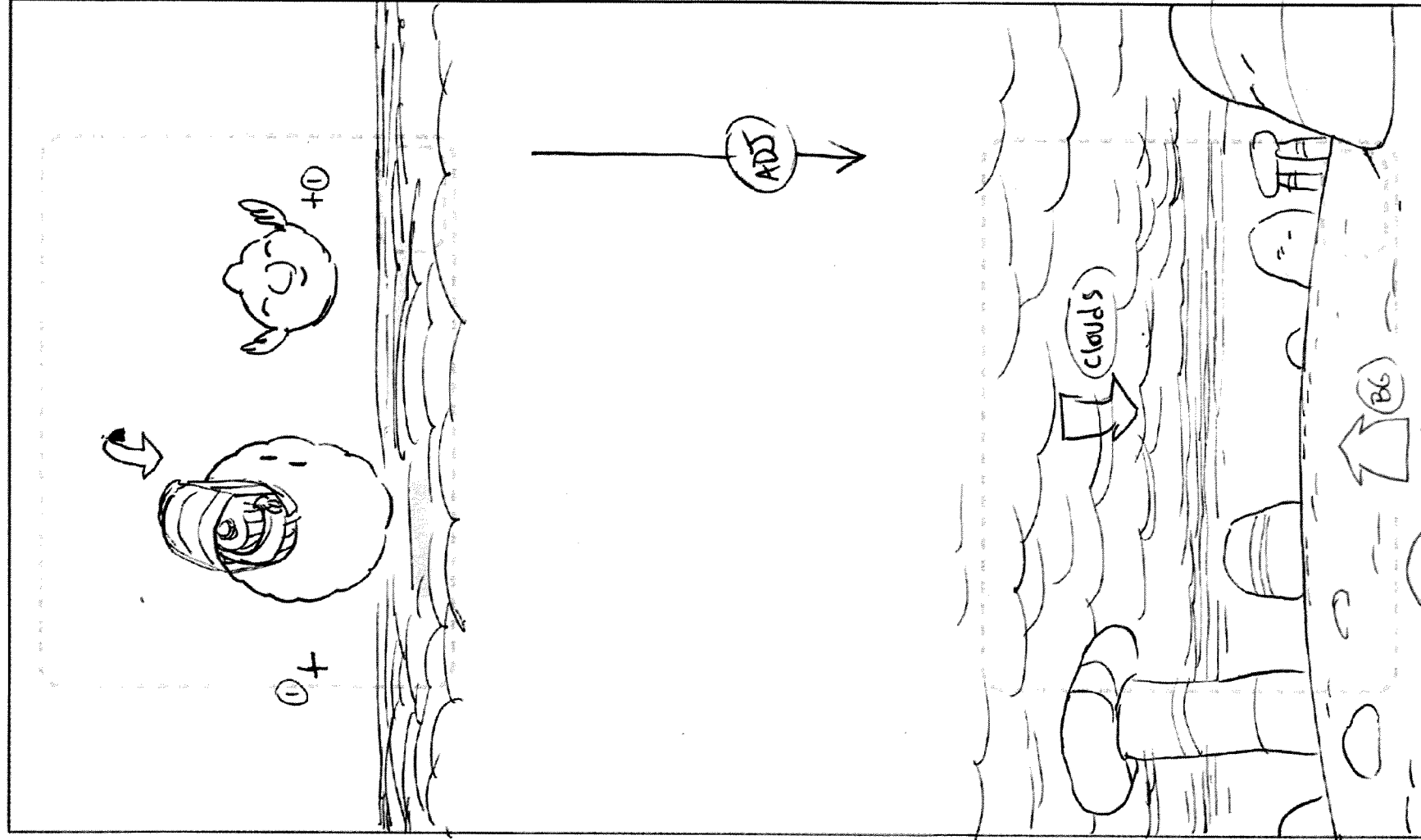
ADVENTURE TIME



Pg 25

Sc. 23 *cont* Pnl. *B* Bg.

day night



Production : EPISODE #

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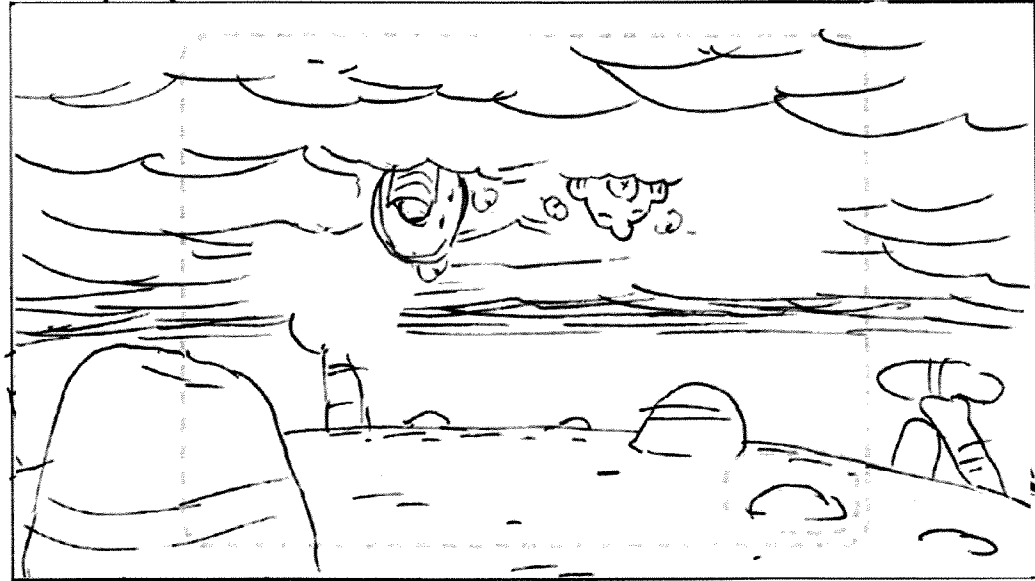
ADVENTURE TIME



Sc. 23 *CONT* Pnl. *C* Bg. day night



Sc. *23 CONT* Pnl. *D* Bg. day night



Page *26*
day night *26A NEXT*

Dialog:

Action:

Timing:

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EPISODE #

Production :

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1014/157

1014/157

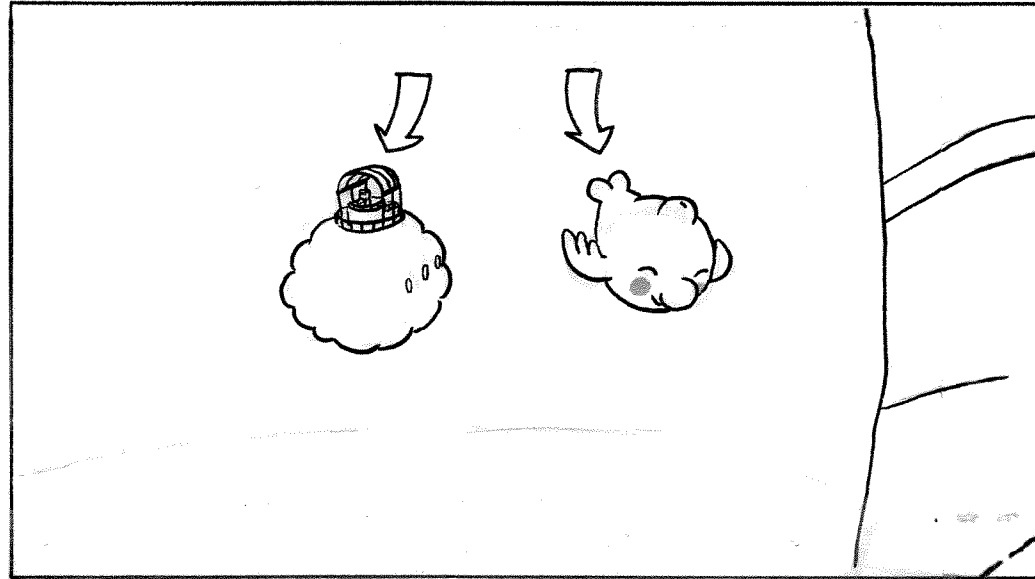
ADVENTURE TIME



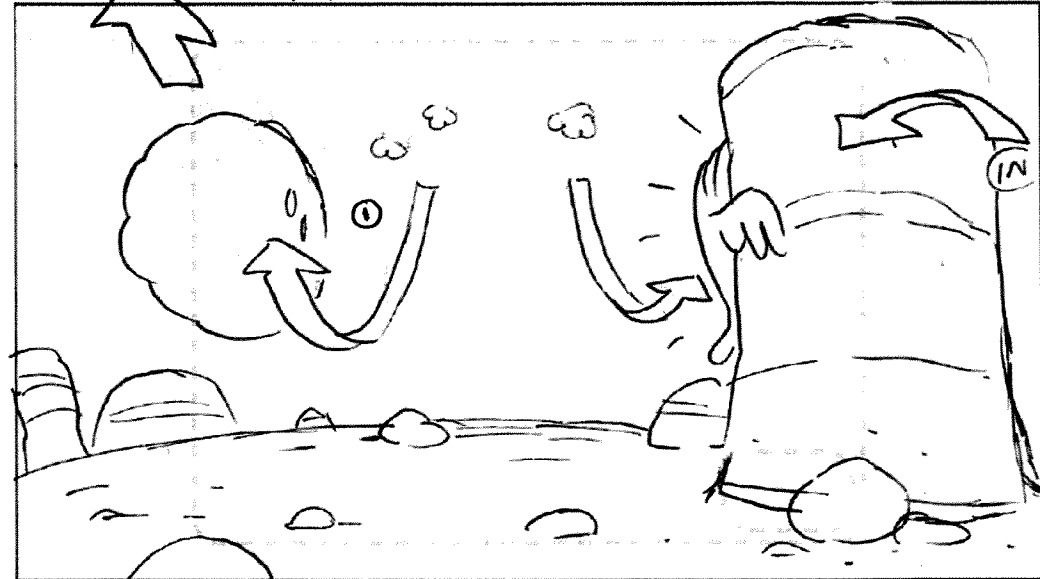
Page 26A

26B NEXT

Sc. 23 *CONT* Pnl. E Bg. day night



Sc. 23 *CONT* Pnl. F Bg. day night



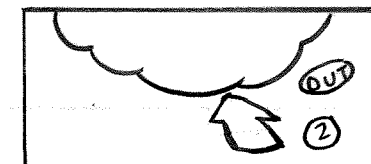
Dialog:

SFX: SMASH
(Greedlord): **HONK!!**

Action:

Ship dips down through clouds, monster follows -
ship pulls up, monster collides with rock tower

Timing:



AUG 02 2013

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Production :

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1014/157

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ADVENTURE TIME



Page 26B

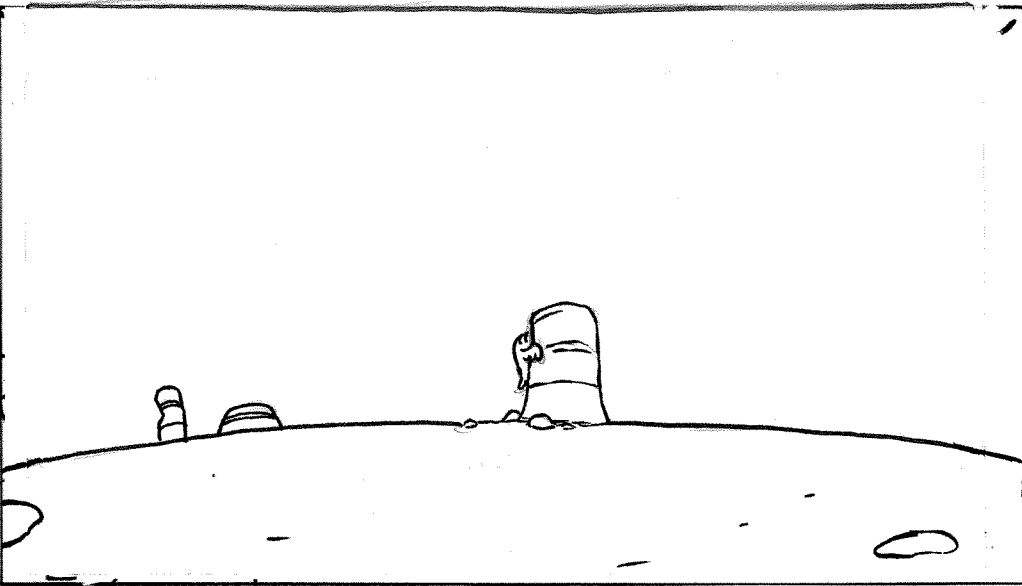
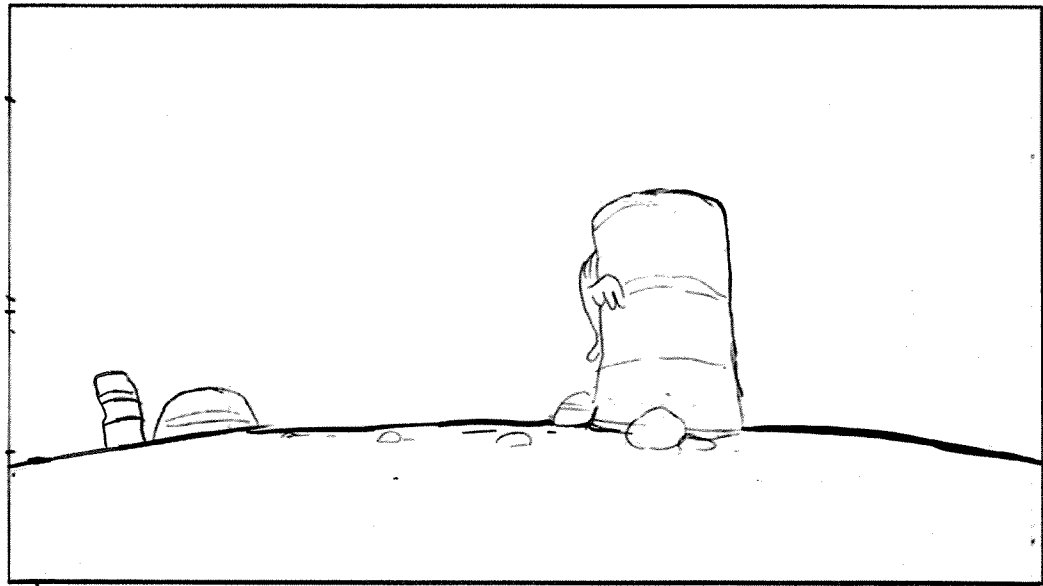
26C NEXT

Sc. 23 *CONT* Pnl. G Bg.

day night

Sc. 23 *CONT* Pnl. H Bg.

day night



Dialog:
Action:
Timing:

AUG 02 2013

EPISODE #

Production :

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1014/157

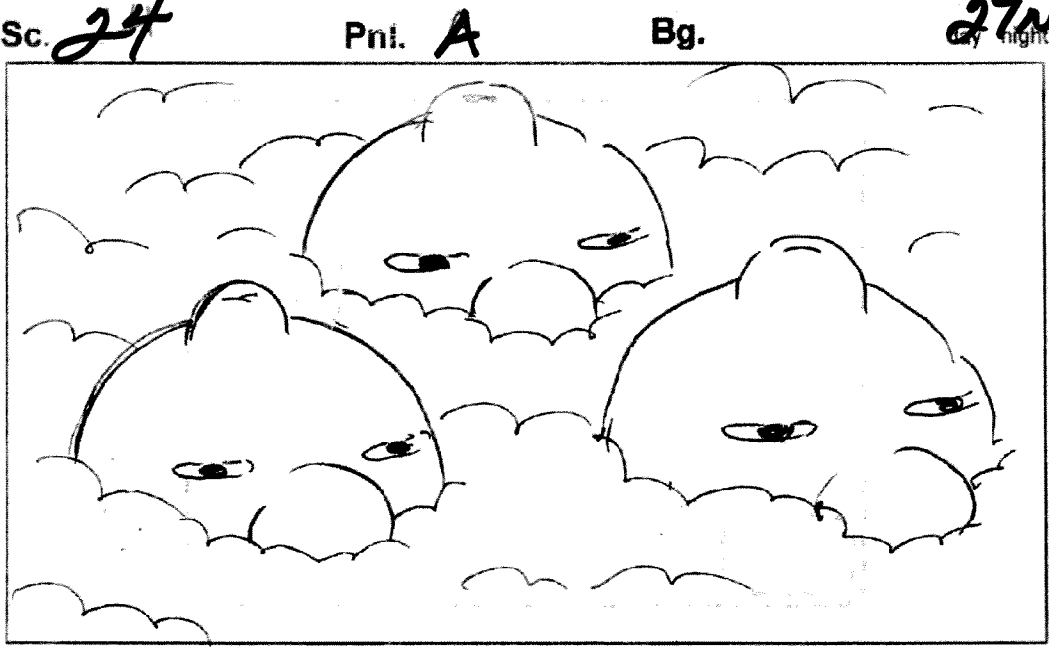
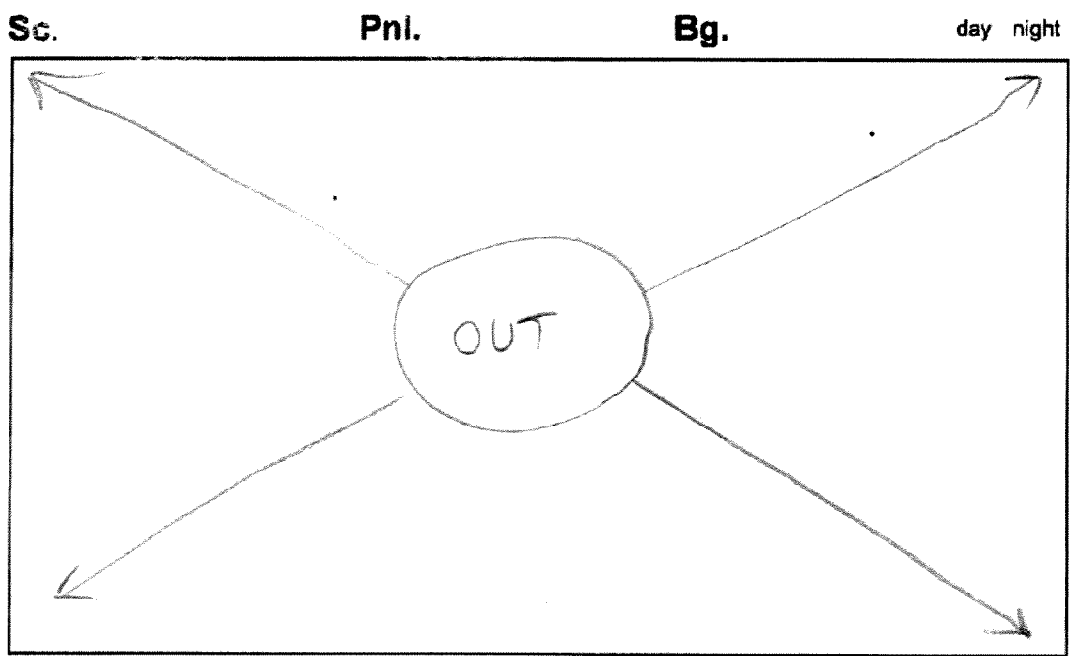
1014/157

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ADVENTURE TIME



27 NEXT



Dialog:
Action:
Timing:

AUG 0 2 2013

EPISODE #

Production :

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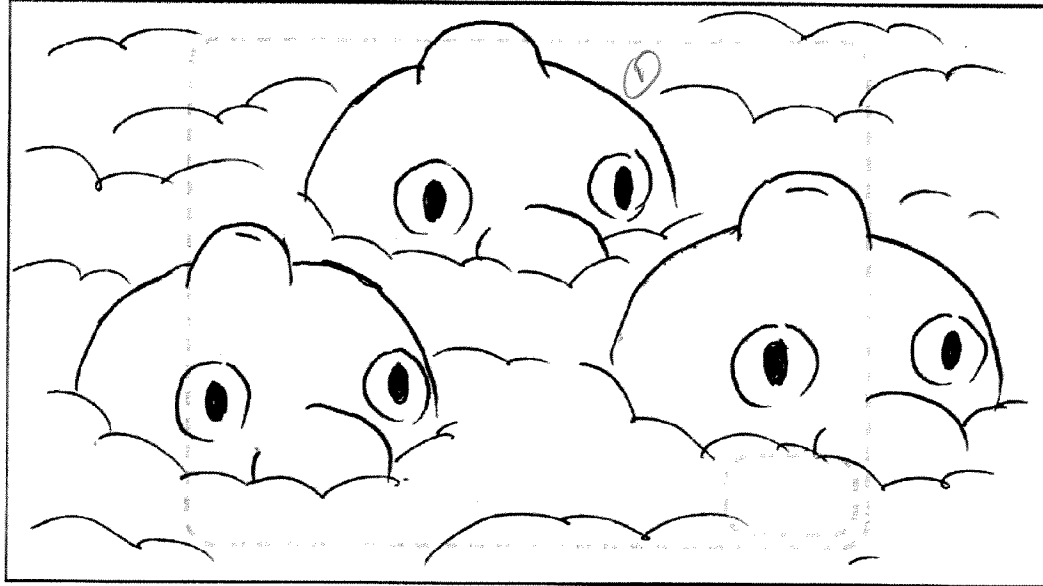
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ADVENTURE TIME

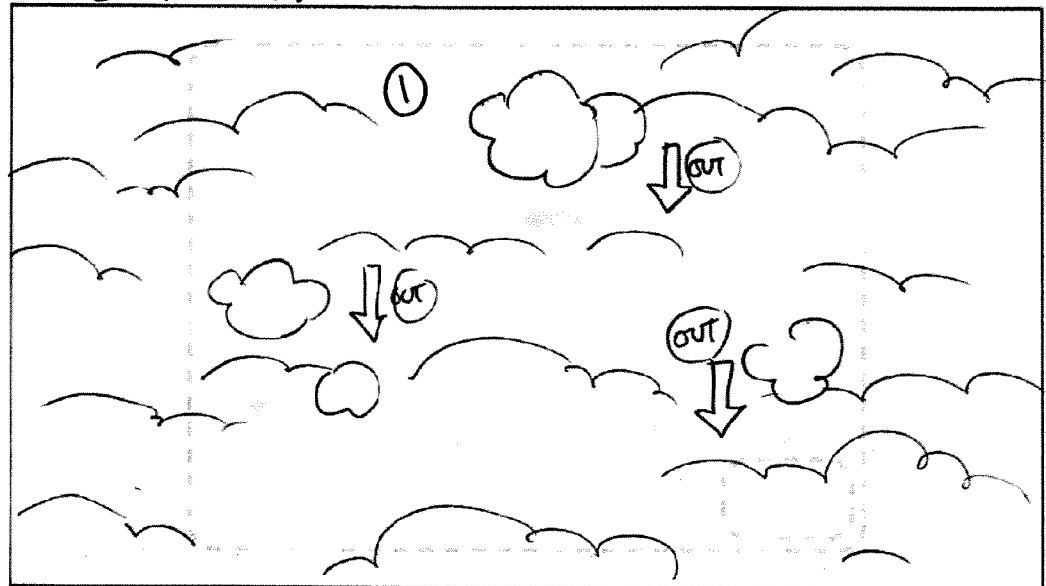


Page **27**

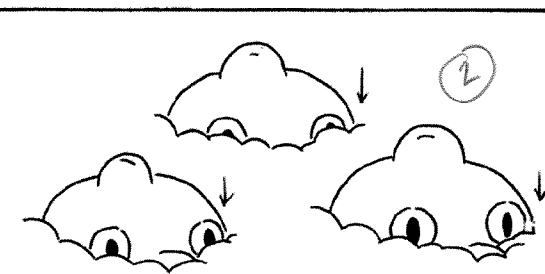
Sc. **24 CONT** Pnl. **B** Bg. day night



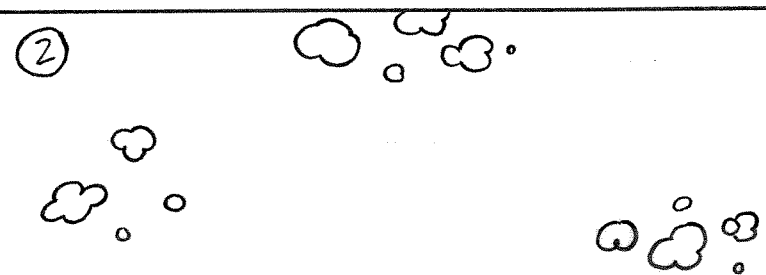
Sc. **24 CONT** Pnl. **C** Bg. day night



Dialog: [ECHO:] **HONK!**
HONK!
HONK!!



-scared monster pack sinks into clouds



AUG 02 2013

EPISODE #

Product

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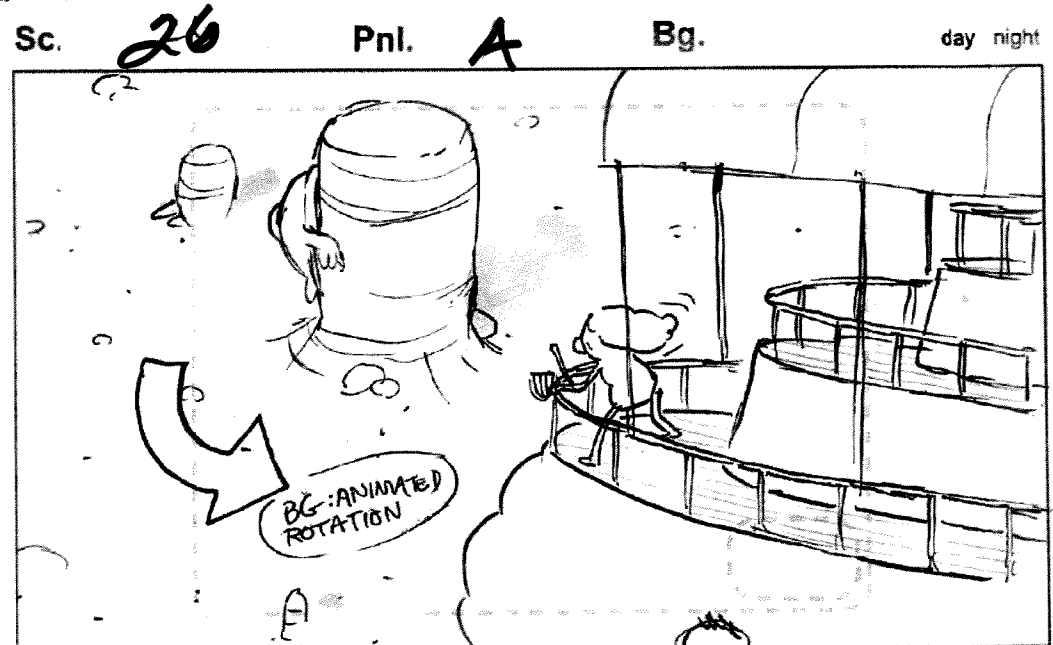
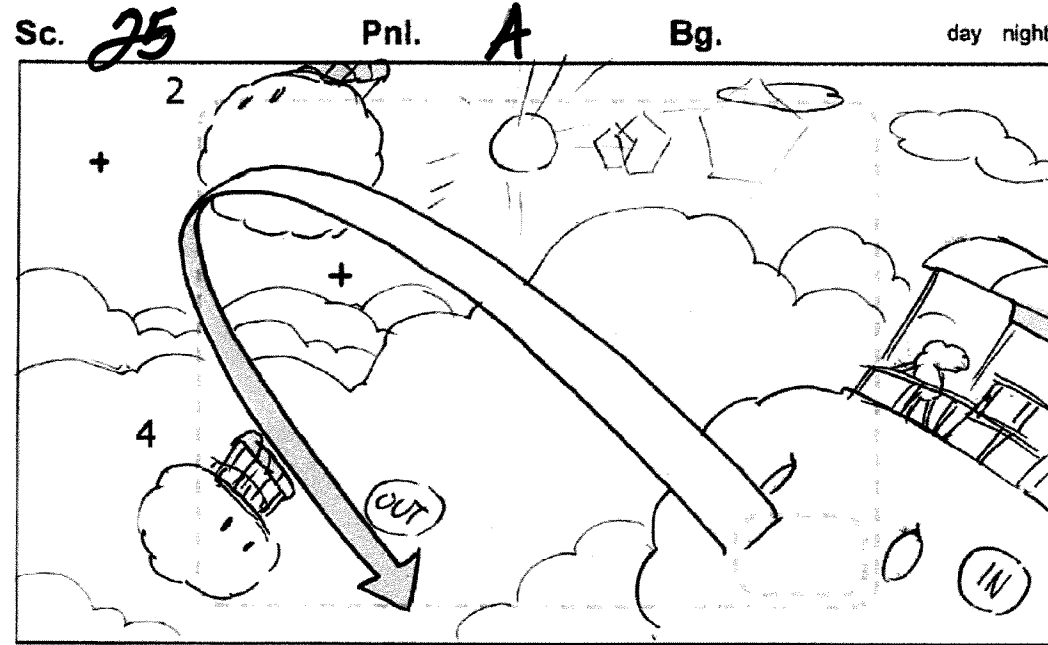
1014/157

1014/157

ADVENTURE TIME



Page **28**



Dialog:	
+	1
+	3
Action:	- ship circles rock
Timing:	- monster peels back, gold falls from mouth

EPISODE #

1014/157

1014/157

1014/157

ADVENTURE TIME

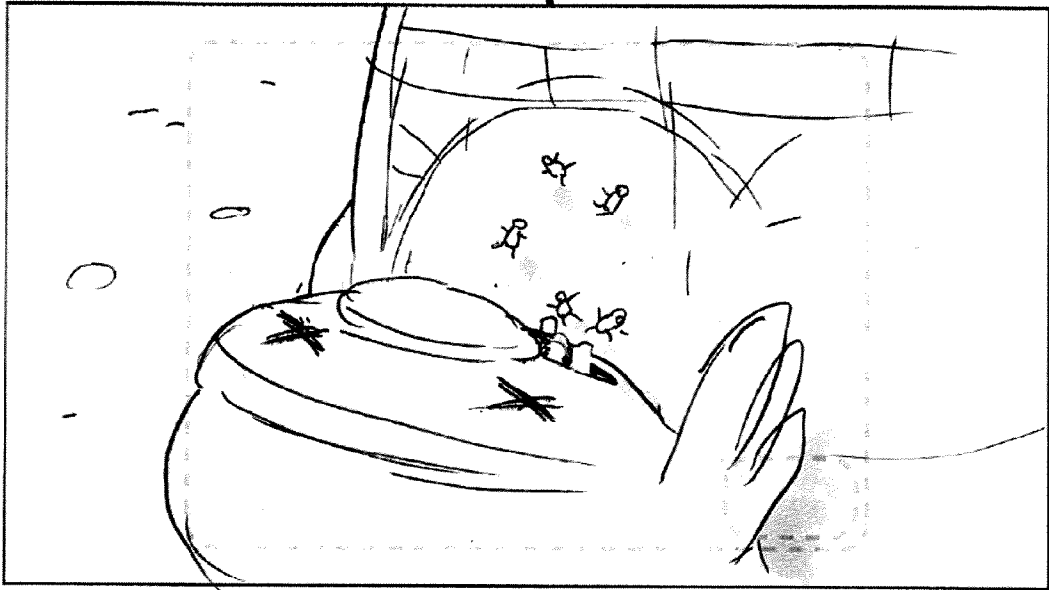


Sc. 27

Pnl. A

Bg.

day night

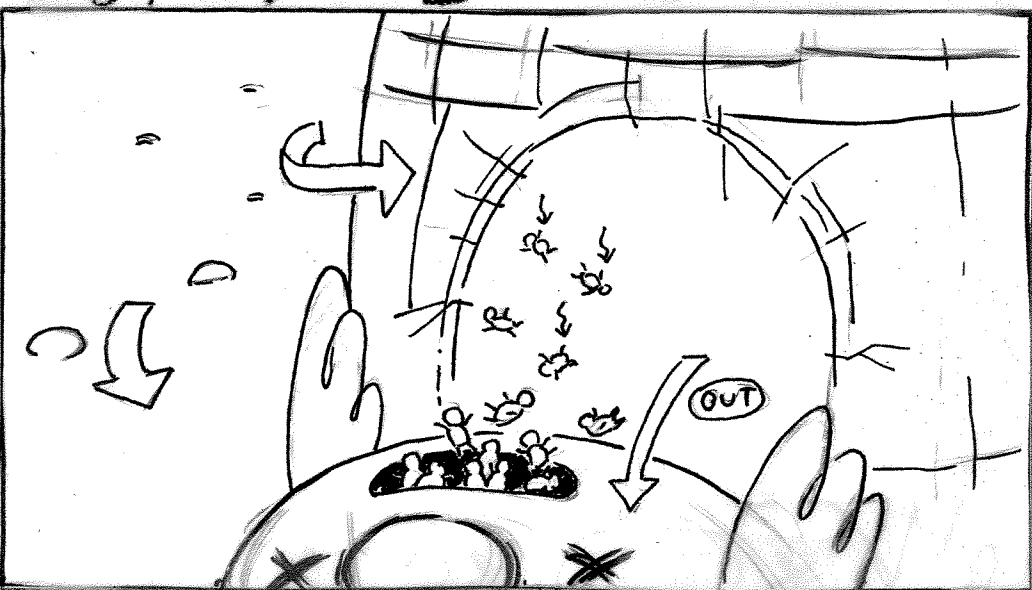


Sc. 27 CONT

Pnl. B

Bg.

day night



Dialog:

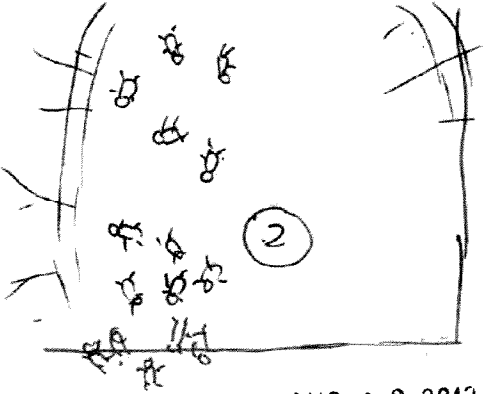
Action:

- GREED LARD FALLS BACK

- Yellow men fall slower than Greed Lard.

- GREED LARD FALLS OFF/S.

Timing:



AUG 0 2 2013

EPISODE #

Production :

1014/157

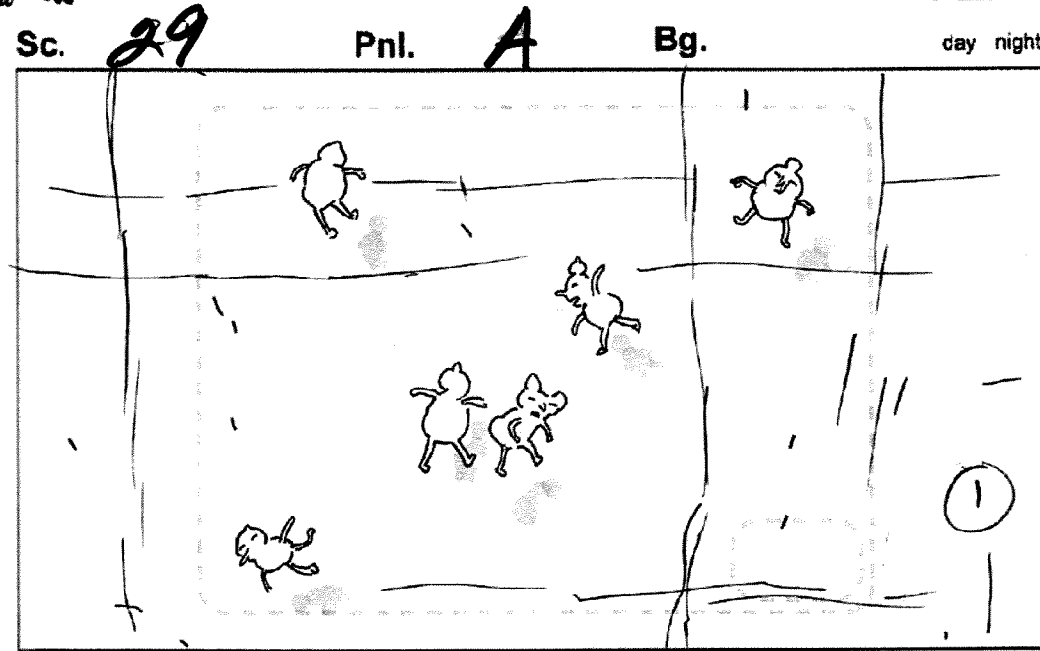
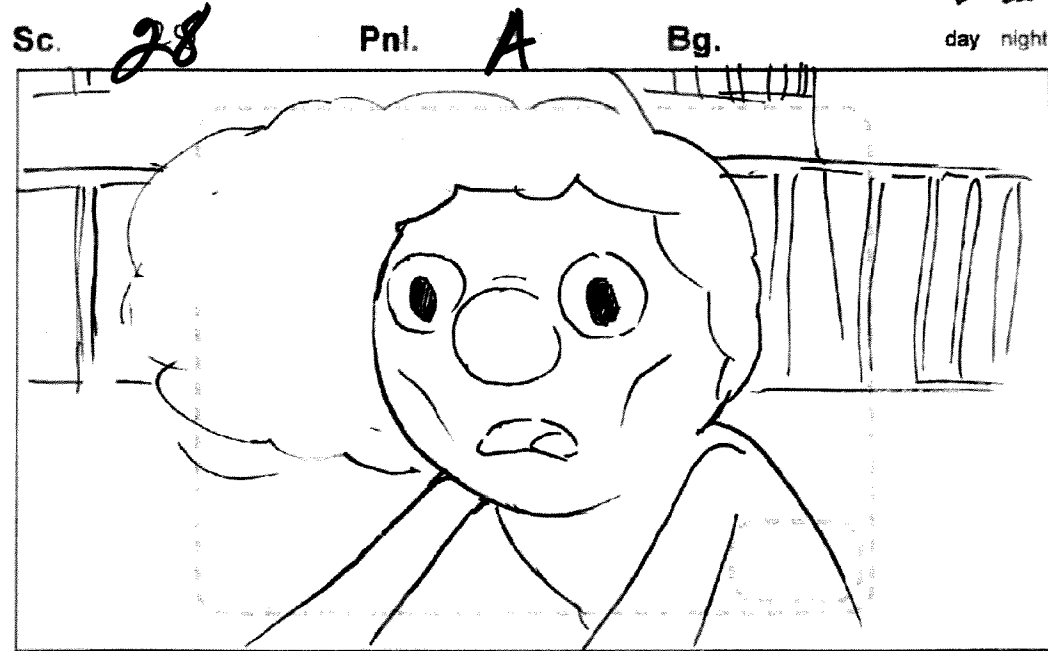
1014/157

1014/157

ADVENTURE TIME



Page **30**



Dialog:	
<u>LH</u> : (SMALL GASP)	
Action:	- Lemon men tumble in slow motion
Timing:	AUG 0 2 2013 - draw this shot out as long as possible

EPISODE #

Production :

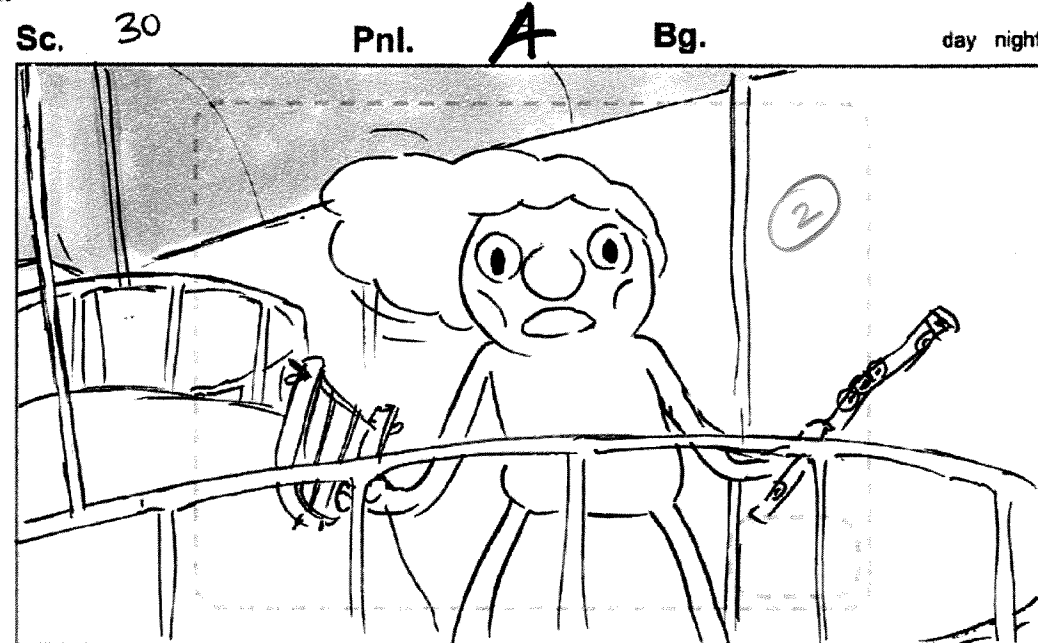
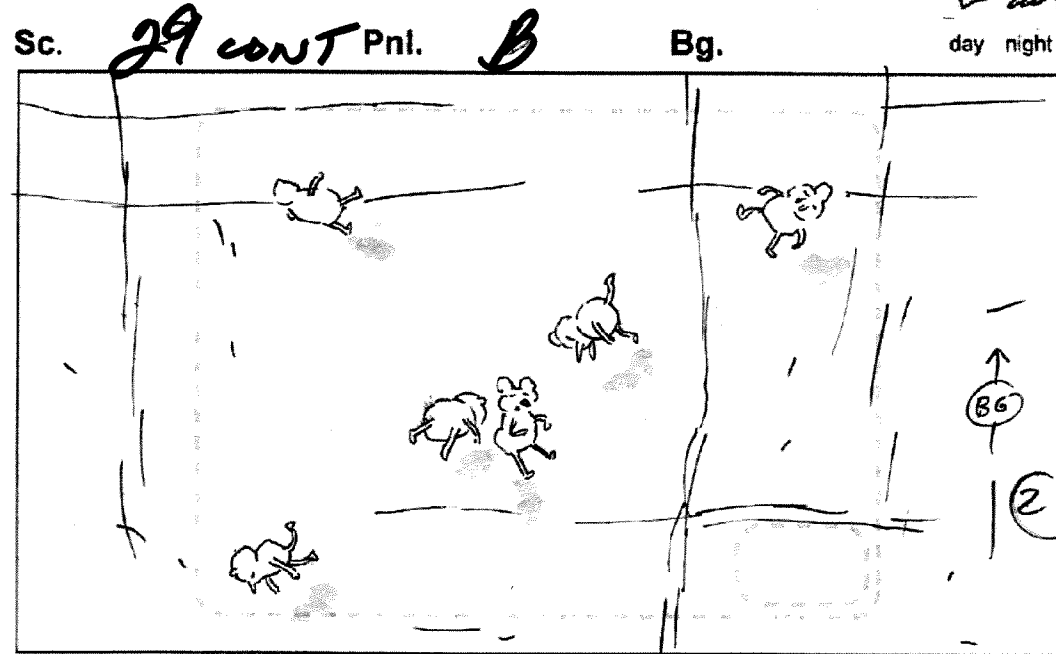
1014/157

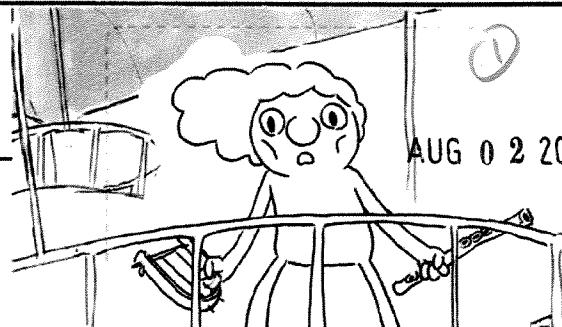
1014/157

ADVENTURE TIME



Page **31**



Dialog:	(LH:) NO! FLANNER! STOP THE SHIP! →
Action:	
Timing:	 <p>AUG 02 2012</p>

EPISODE #

Production :

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1014/157

ADVENTURE TIME

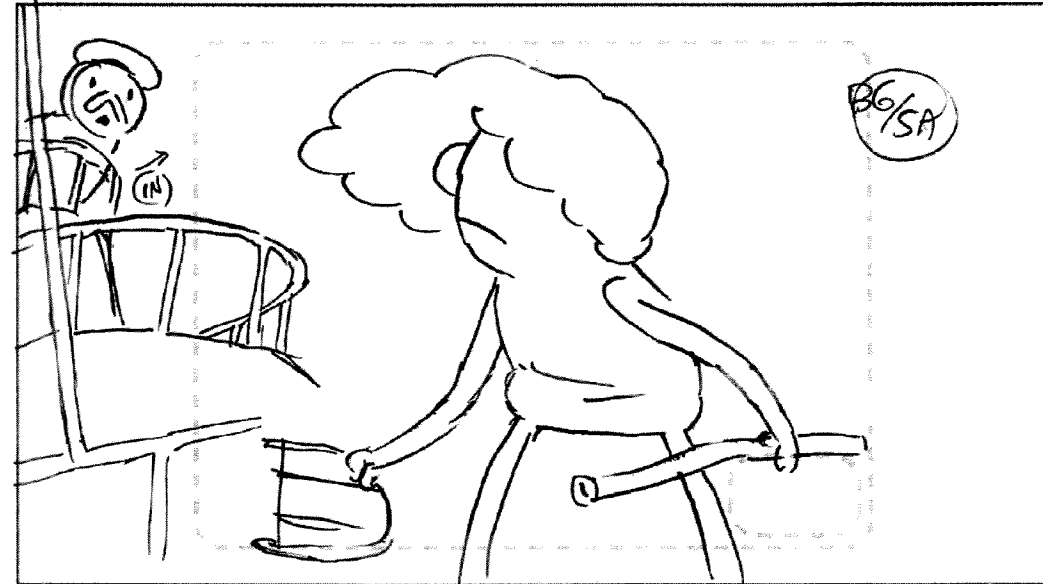


Page **32**

Sc. **30 CONT** Pnl. **B** Bg. day night



Sc. **30 CONT** Pnl. **C** Bg. day night



Dialog: **LH** → STOP THE SHIP!

PHLANNET: what? what for?

Action:

☆ it's okay that he's not in TV safe, cuz it doesn't matter if he's in there at all. I think... Right? AUG 02 2013

Timing:

EPISODE #

Production :

1014/157

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1014/157

Pnl.

A

Bg.

day night

Sc. 32

Pnl.

A

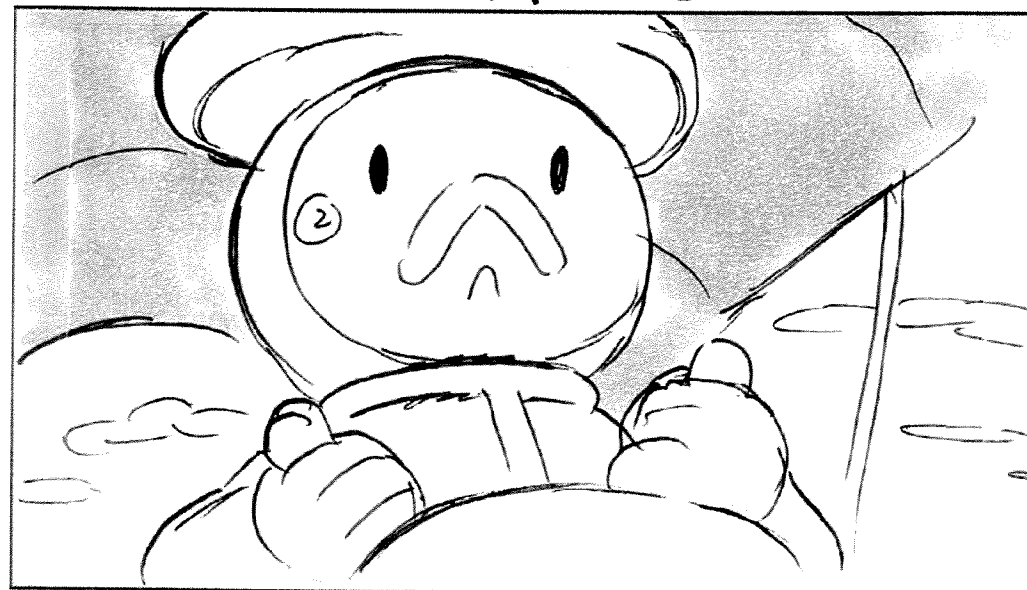
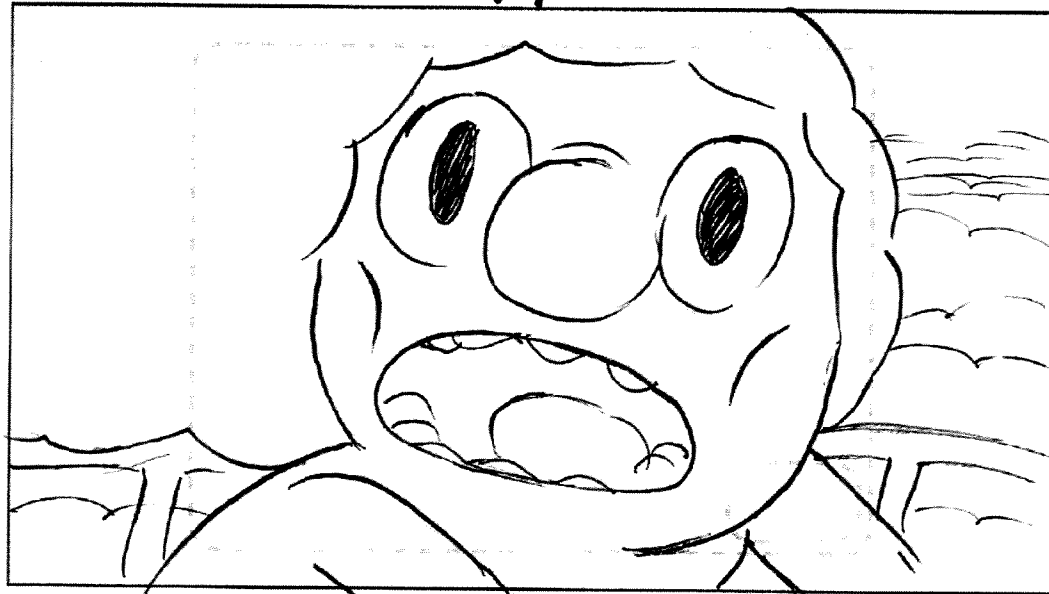
Bg.

Page

32

day **33**

33A NEXT



STOP THE 

Action: LHS eyes widen slowly

Timing:

SP

eyes widen fast

①

AUG 02 2013

EPISODE #

Production :

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ADVENTURE TIME



Page 33A

34 NEXT

Sc. 33

Pnl. A

Bg.

day night

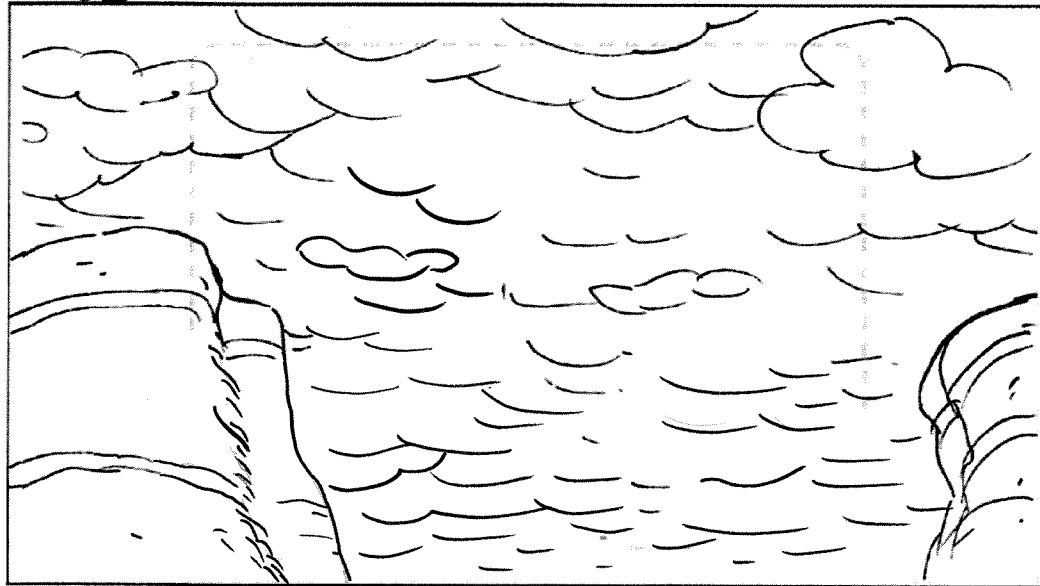
Sc.

33 cont

Pnl. B

Bg.

day night



Dialog:

Action:

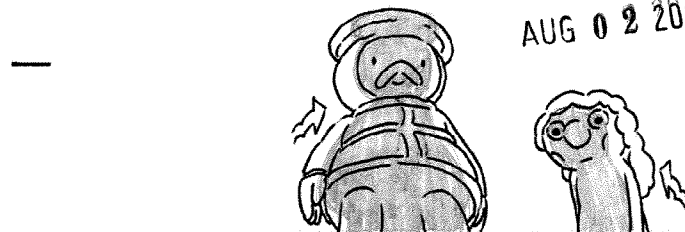
Timing:

EPISODE #

Production :

2

AUG 02 2013



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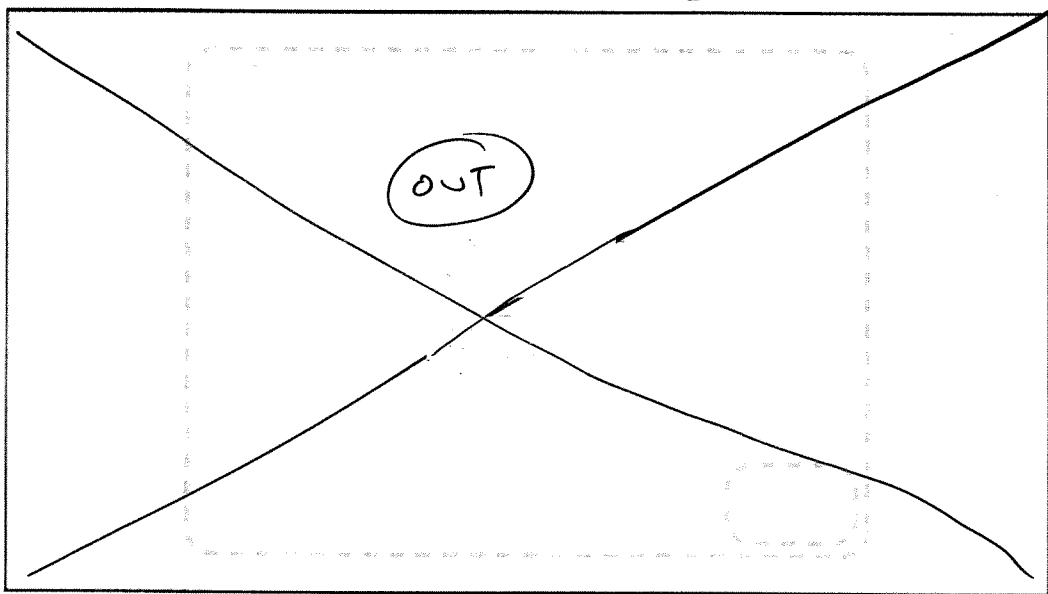
1014/157

ADVENTURE TIME



Page 34

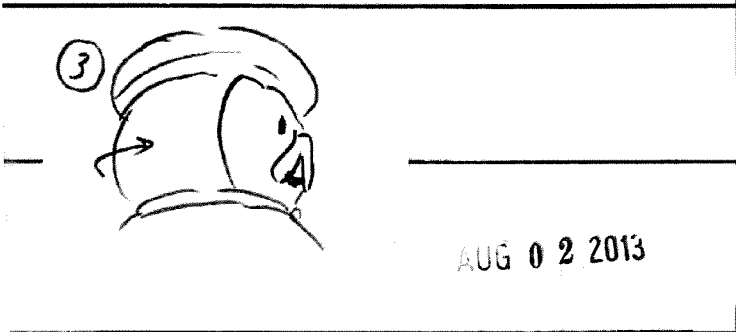
Sc. Pnl. Bg. day night



Sc. 33 CONT Pnl. C Bg. day night



Dialog:	(PHL) You see, Lemonhope? It's not peeps, →
Action:	
Timing:	



EPISODE #

Production :

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101415

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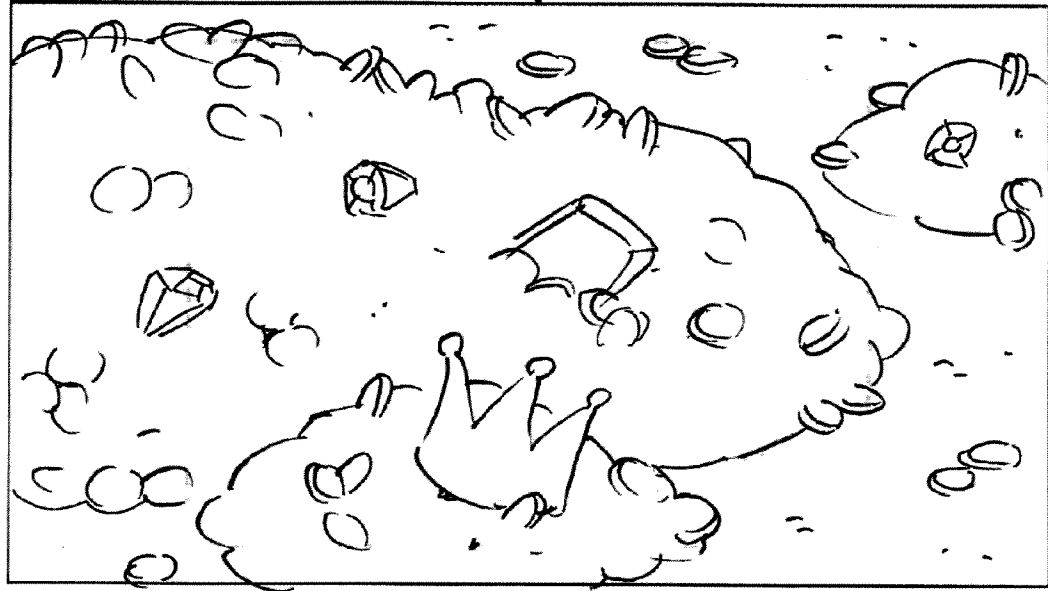
1014/157

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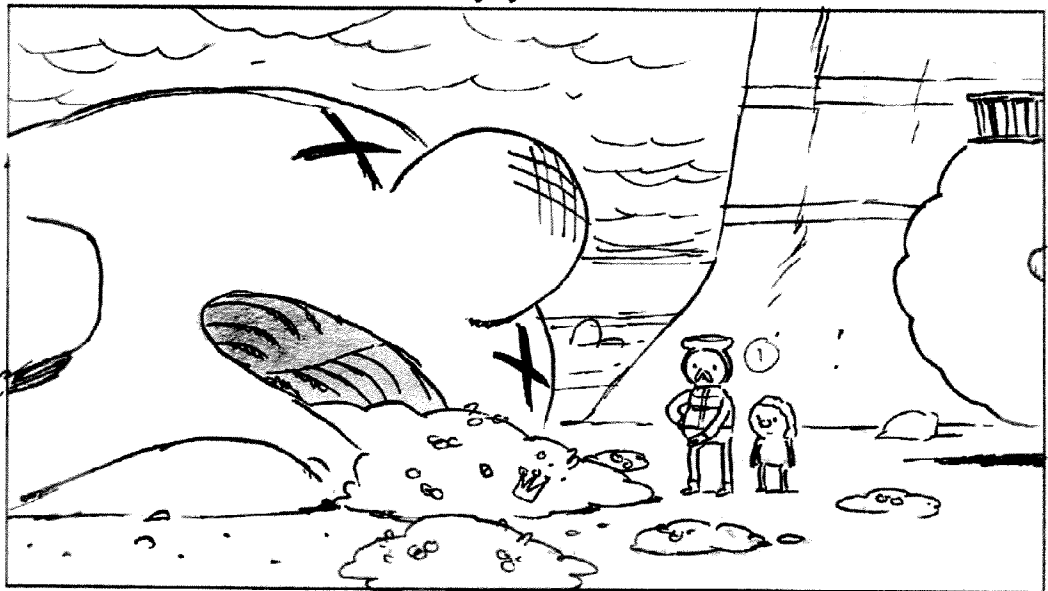
ADVENTURE TIME



Sc. 34 Pnl. A Bg. day night



Sc. 35 Pnl. A Bg. day night




Dialog:

(PH) ^{O.S.} cont → it's dosh.
(LH) Ohhh....

Action:

Timing:

(PH) ² GreedLards eat dosh for food, →

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Production :

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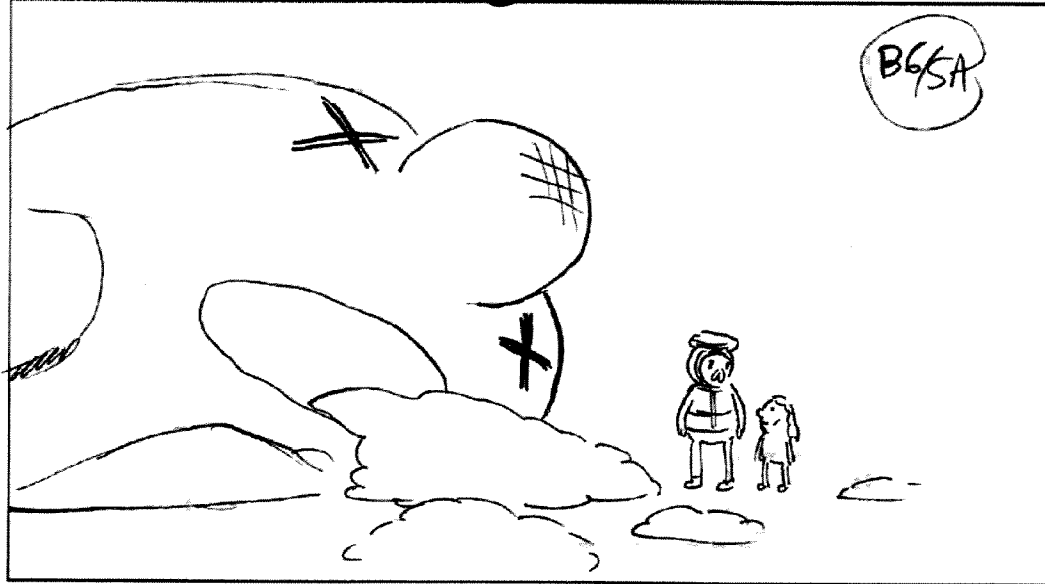
1014/157

ADVENTURE TIME

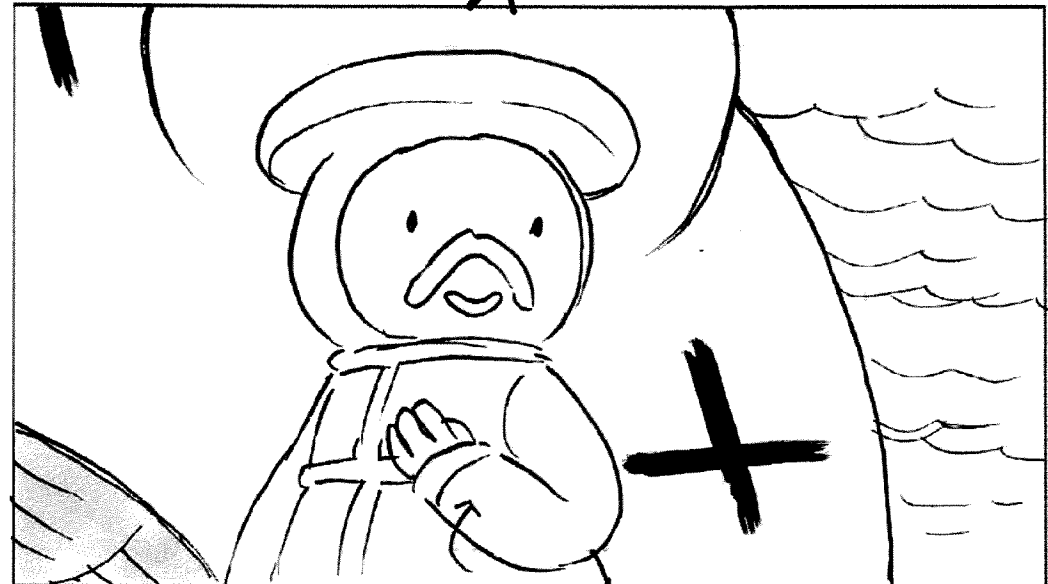


Page **36**

Sc. **35** *cont* Pnl. **B** Bg. day night



Sc. **36** Pnl. **A** Bg. day night



Dialog: (PH:) and cause we killed it, we get to keep it all.
(LH:) ohh...

(PH:) That's my job Lemon hope, →

Action:

Timing:

AUG 02 2013

EPISODE #

Production :

ADVENTURE TIME



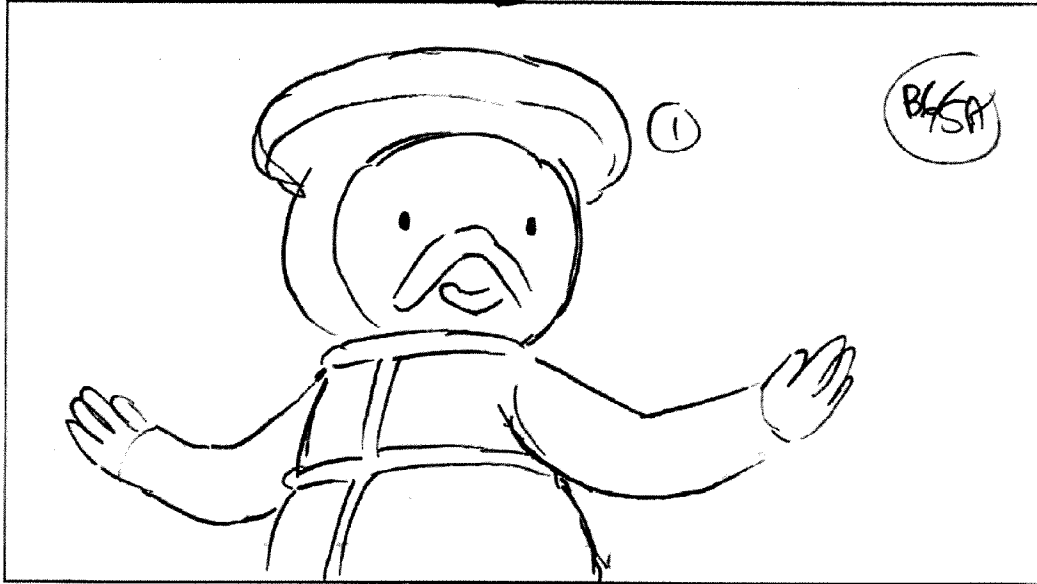
Page 37

Sc. 36 CONT Pnl. B Bg.

day night

Sc. 36 CONT Pnl. C Bg.

day night



Dialog: (PH) ① when I'm not out bein' free
② an havin' adventures, →

I'm killing monsters that eat
dosh and then keeping the dosh.

Action:

Timing:



AUG 0 2 2013

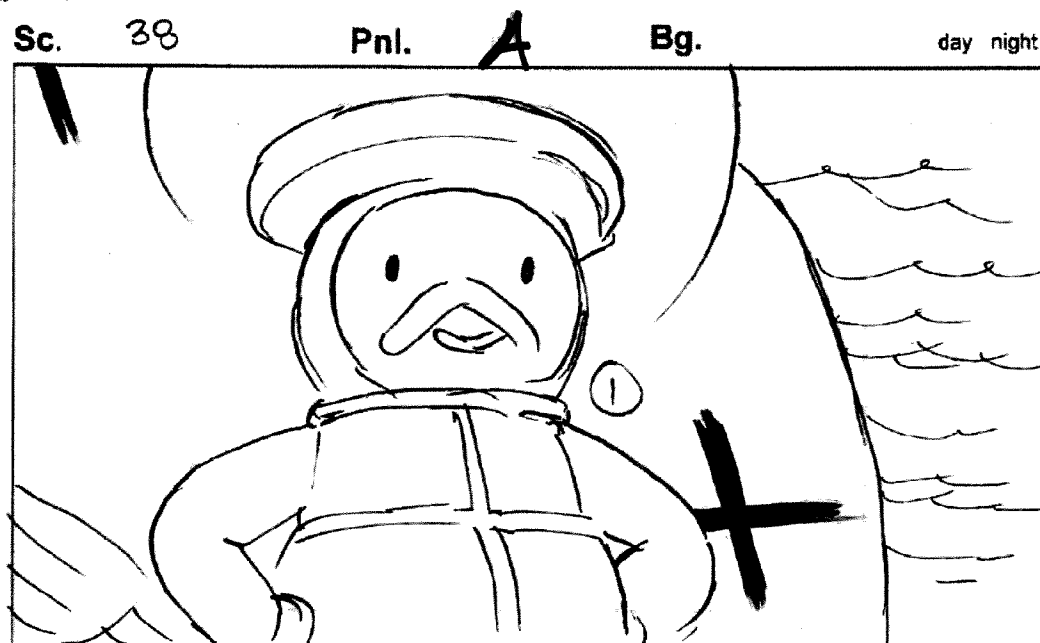
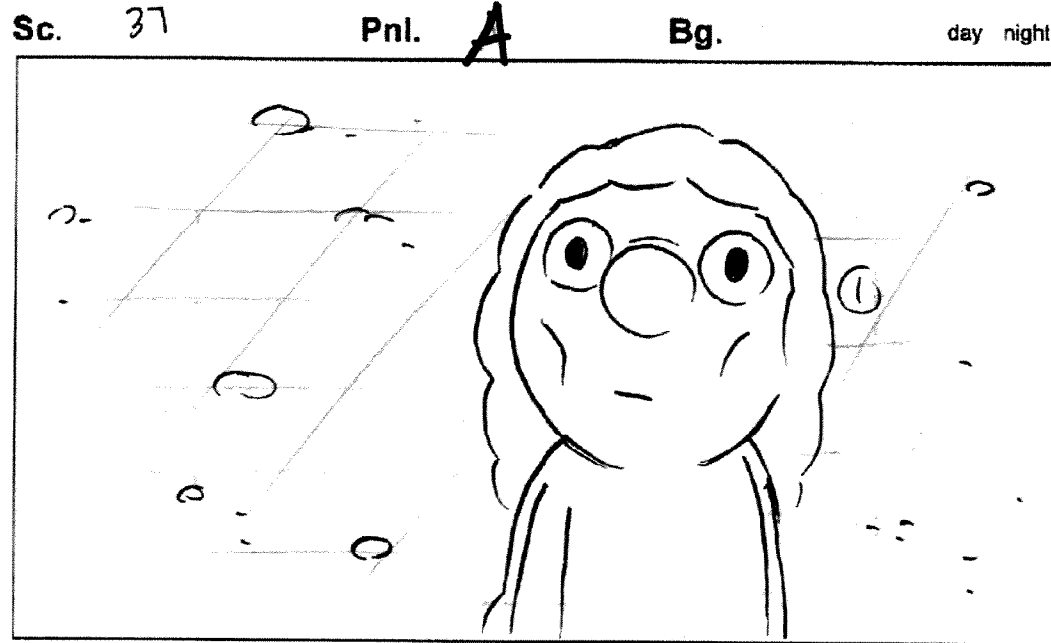
EPISODE #

Production :

ADVENTURE TIME



Page **38**



Dialog: **PHLANNEL** (O.S.) And it just so happens that I'm looking for a new apprentice. (2)

PHL: (2a/2b cycle) DW haddays think about partnerin' up with old Phlannel Boxingday?

Action:

Timing:

EPISODE #

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ADVENTURE TIME



Page **39**

Sc. 39

Pnl. **A**

Bg.

day night



Sc. 40

Pnl. **A**

Bg.

day night



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Dialog: (LH.) Oh my gosh, Flannel, yes!

(LH) ① Haha! It's a dream come true!
② Hahaha! A dream come true!

Action:

S.P.

Timing:



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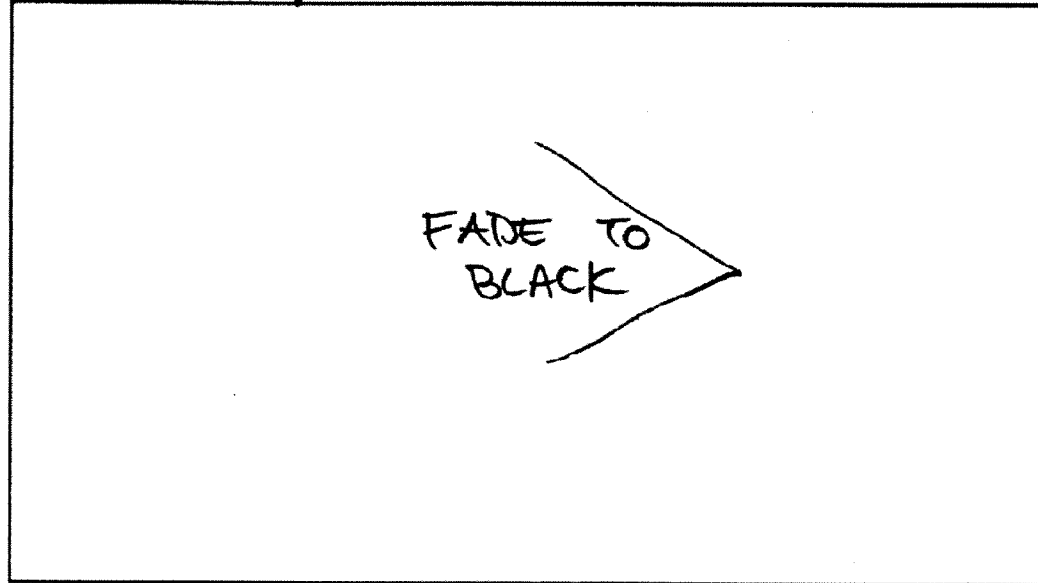
1014/157

ADVENTURE TIME

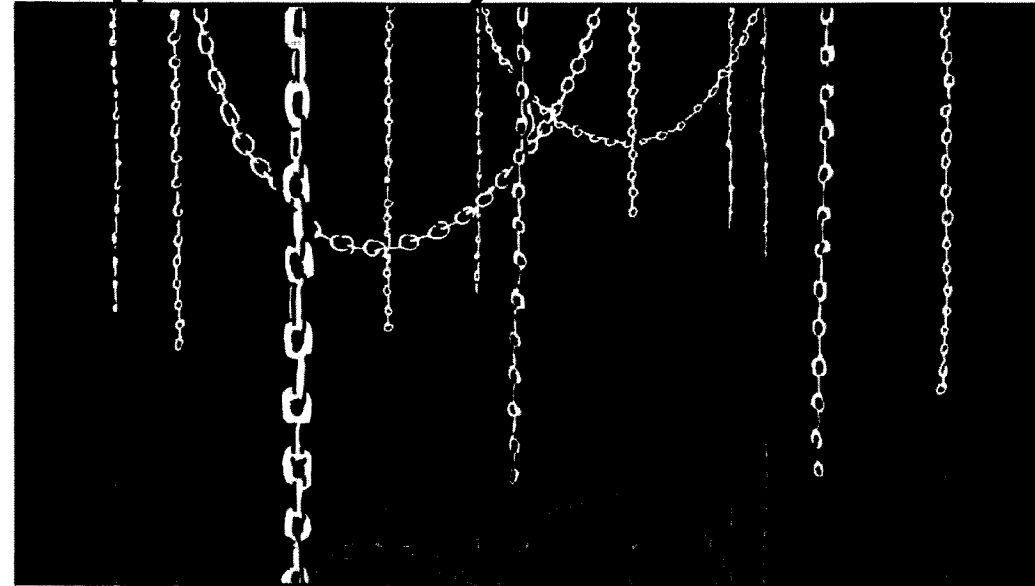


Page **40**

Sc. **40 CONT** Pnl. Bg. day night



Sc. **41** Pnl. **A** Bg. day night



Dialog: **(ECHO:)** dream come true
dream come true
dream come true

(LH) ♪ poor little Lemonhope →

Action:

Timing:

AUG 02 2013

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Production :

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1014/157

1014/157

1014/157

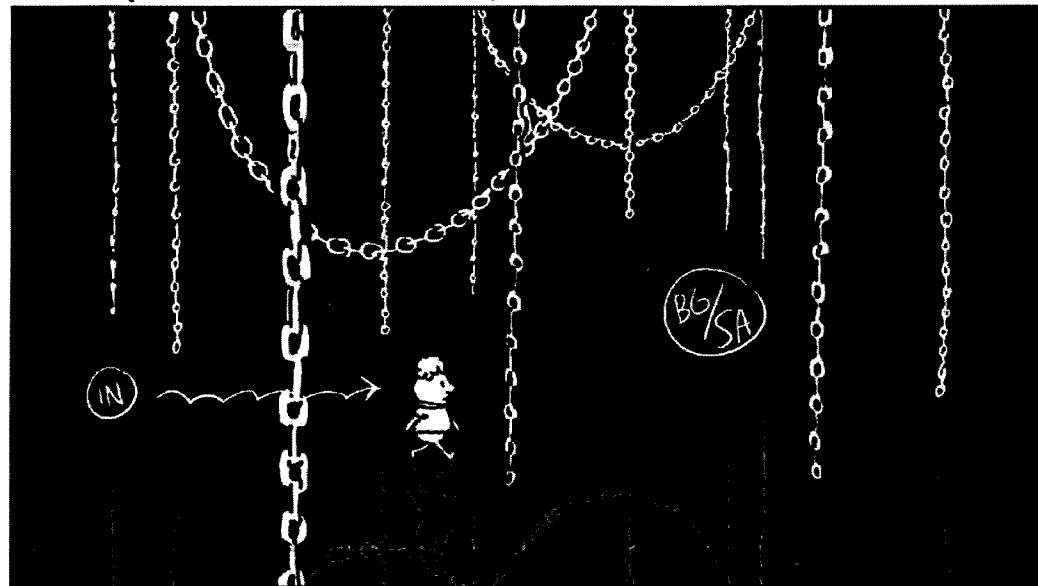
ADVENTURE TIME



Page **41**

Sc. **41 CONT** Pnl. **B** Bg.

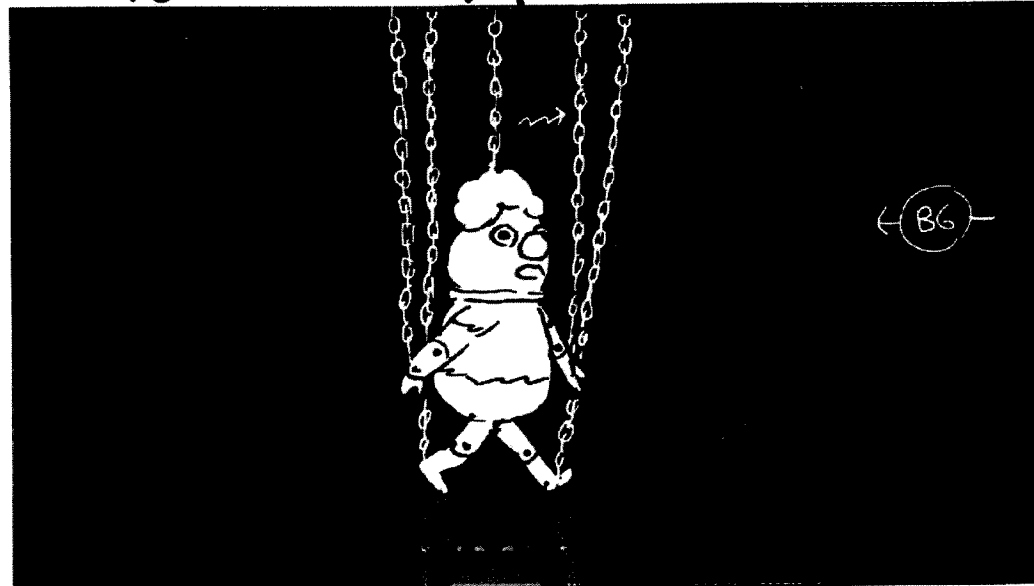
day night



Sc. **42**

Pnl. **A** Bg.

day night



Dialog: → throw me 2 lemonrope... →

Is there a home for me &
my harp?

Action: - lemonhope walks like a marionette

Timing:

AUG 02 2013

EPISODE #

Production :

1014/157

1014/157

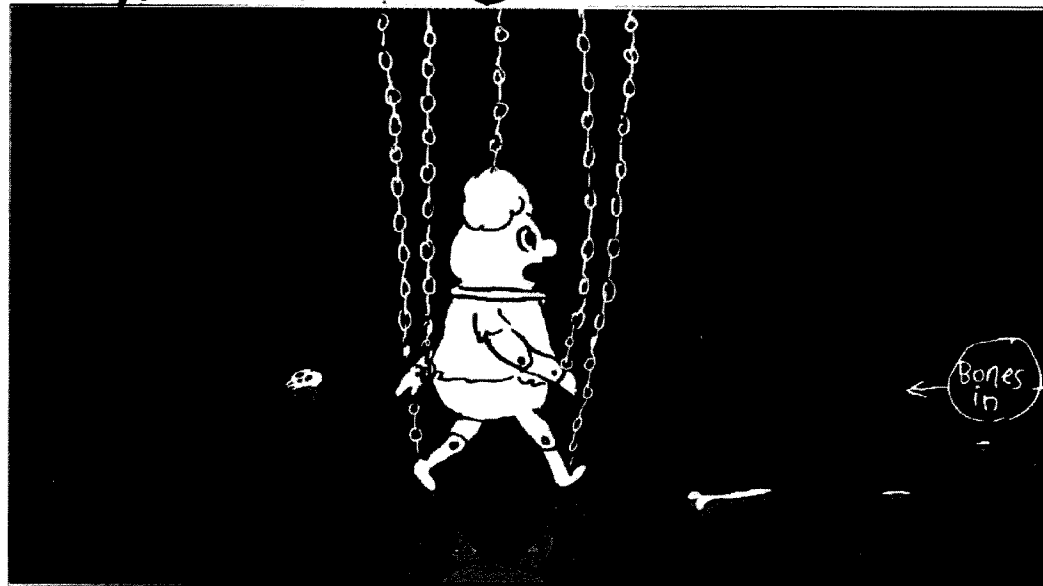
1014/157

ADVENTURE TIME



Page 42

Sc. 42 CONT Pnl. B Bg. day night



Sc. 42 CONT Pnl. C Bg. day night



Dialog:	(LH) [singing trails off as he notices bones]: 2 place where friends.. give me hugs...	
Action:	- LH notices bones	- turns head to track bones
Timing:		

AUG 02 2013

EPISODE #

Production :

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1014/157

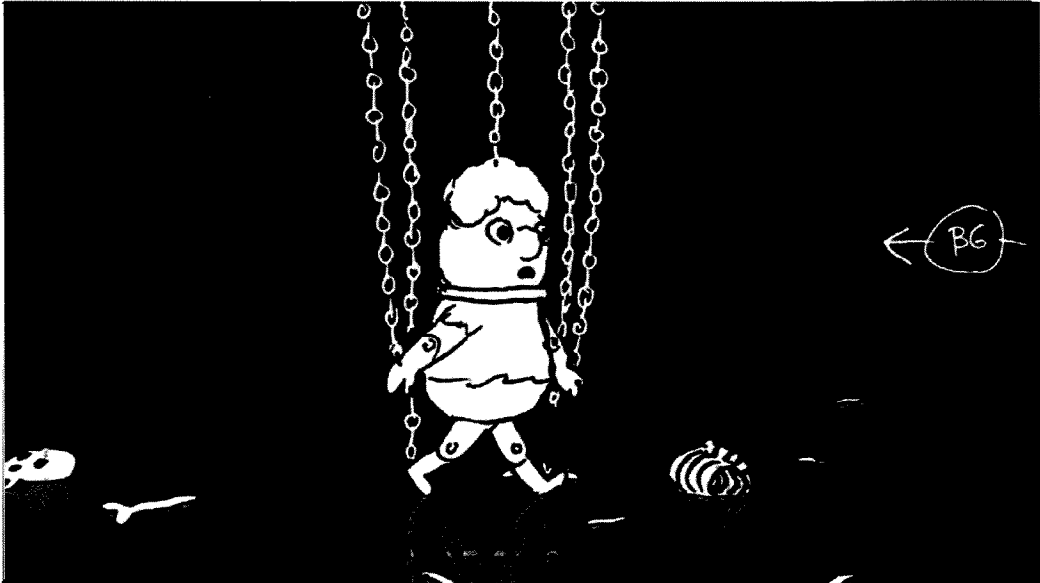
ADVENTURE TIME



Sc. *42 CONT* Pnl. *D* Bg. day night

Sc. *42 CONT* Pnl. *E* Bg. day night

Page *43*
43A NEXT



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EPISODE #

Production :

Dialog:	<i>LEMONGRABOS</i> * chewing noises * growing louder *
Action:	<i>LH Looks up to see the fat Lemongrab in the distance.</i>
Timing:	<div>AUG 02 2013</div>

1014/157

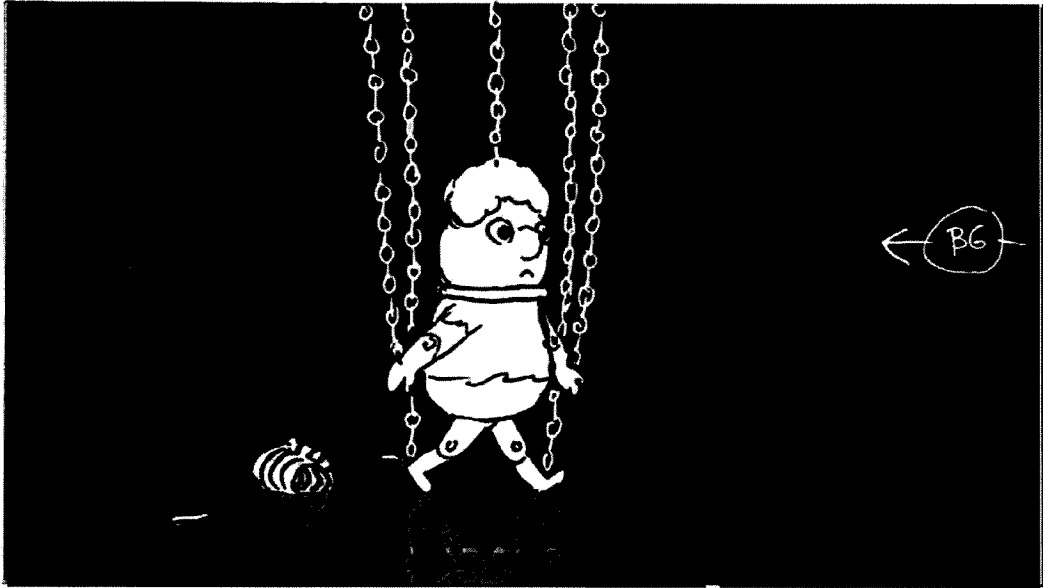
1014/157

1014/157

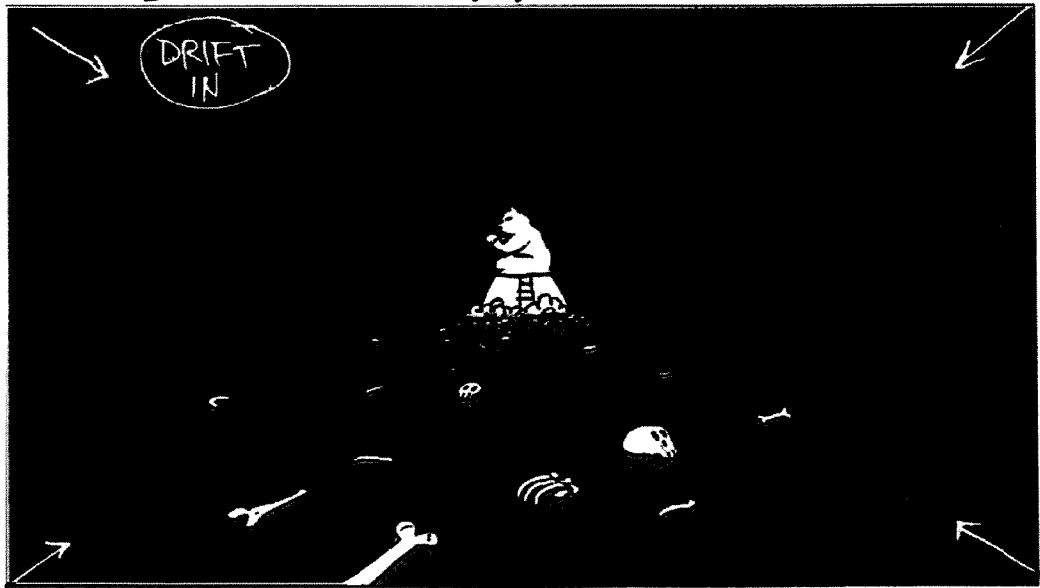
ADVENTURE TIME



Sc. 42 *CONT* Pnl. F Bg. day night



Sc. *43* Pnl. *A* Bg. day night



Page *43A*
44 NEXT

Dialog:	<i>(LG:) *chomp chew chew*</i> <i>(cow:) Hey! →</i>
Action:	
Timing:	

AUG 02 2013

EPISODE #

Production :

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1014/157

1014/157

ADVENTURE TIME



Sc. 44 Pnl. A Bg. day night



Sc. 45 Pnl. A Bg. day night



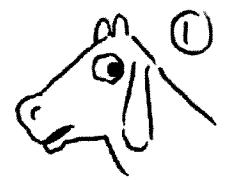
Dialog: (cow) → Hey, what's goin on back there? (cow:) Somethin' don't feel right.

LEMONGRAB: *chewing* →

Action: Lemongrab chewing
CHEW CYCLE ①, ②, ①, ②, etc.



CHEW CYCLE
①A, ②A, ①A, ②A, etc.



Timing:



AUG 02 2015

SA

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EPISODE #

ADVENTURE TIME



Sc. **45 CONT** Pnl. **B** Bg.

day night



Sc. **45 CONT** Pnl. **C** Bg.

Page **45**
day night



Dialog: (cow) → Oh hey! Lemonhope is here!

Action: - cow sees LH in distance

Fat LG notices LH

Timing:

AUG 02 2013

EPISODE #

Production :

1014/157

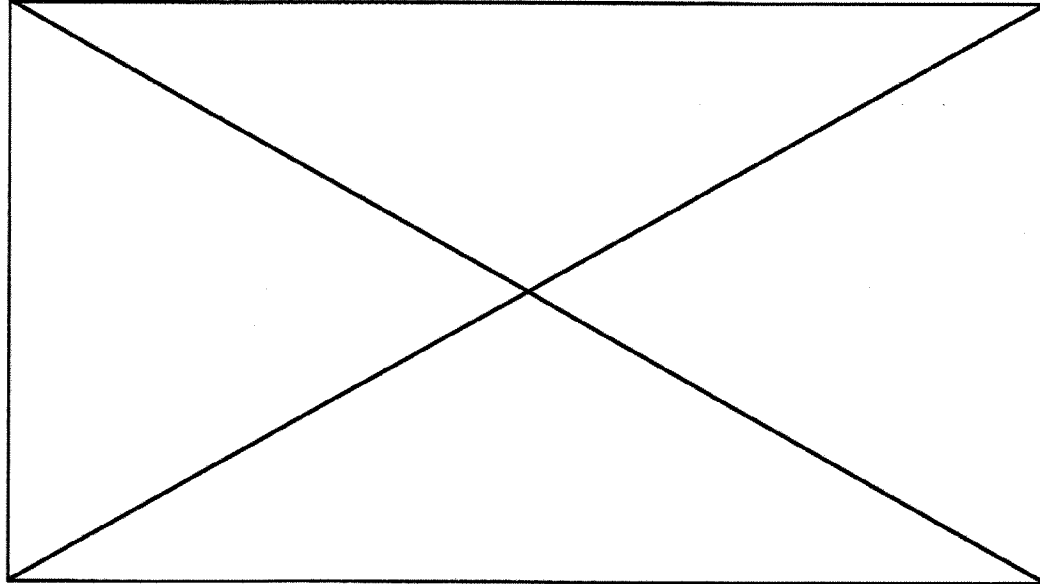
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ADVENTURE TIME



Page **46**

Sc. Pnl. Bg. day night



Sc. **46** Pnl. **A** Bg. day night



Dialog:

(cow): [happy greeting] Hey man! How's it
g-- [interrupted]

Action:

Timing:

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Production :

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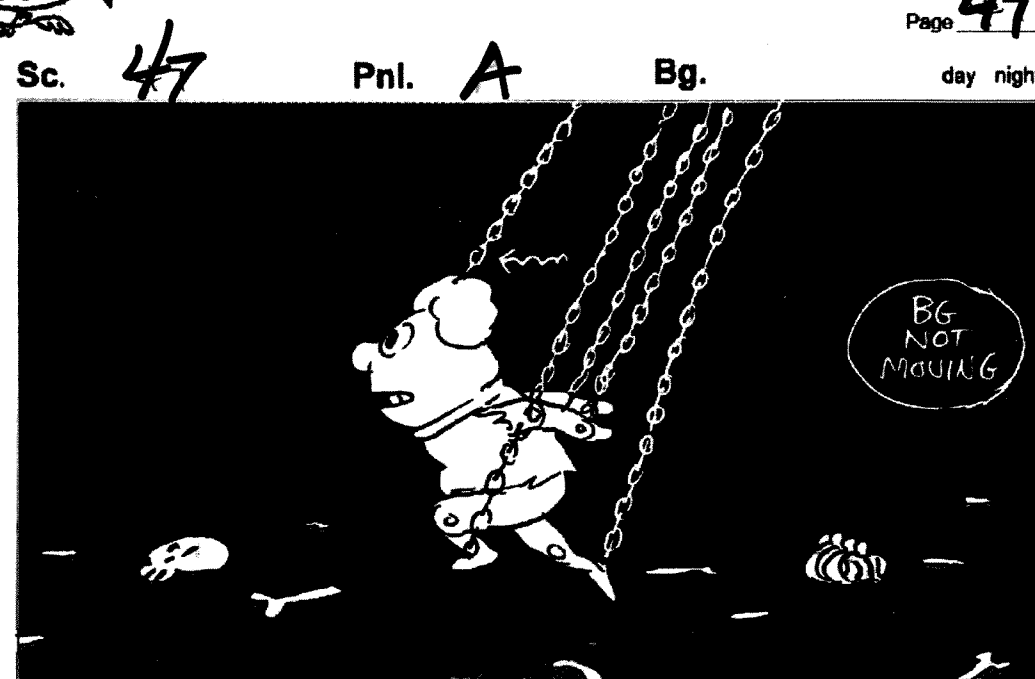
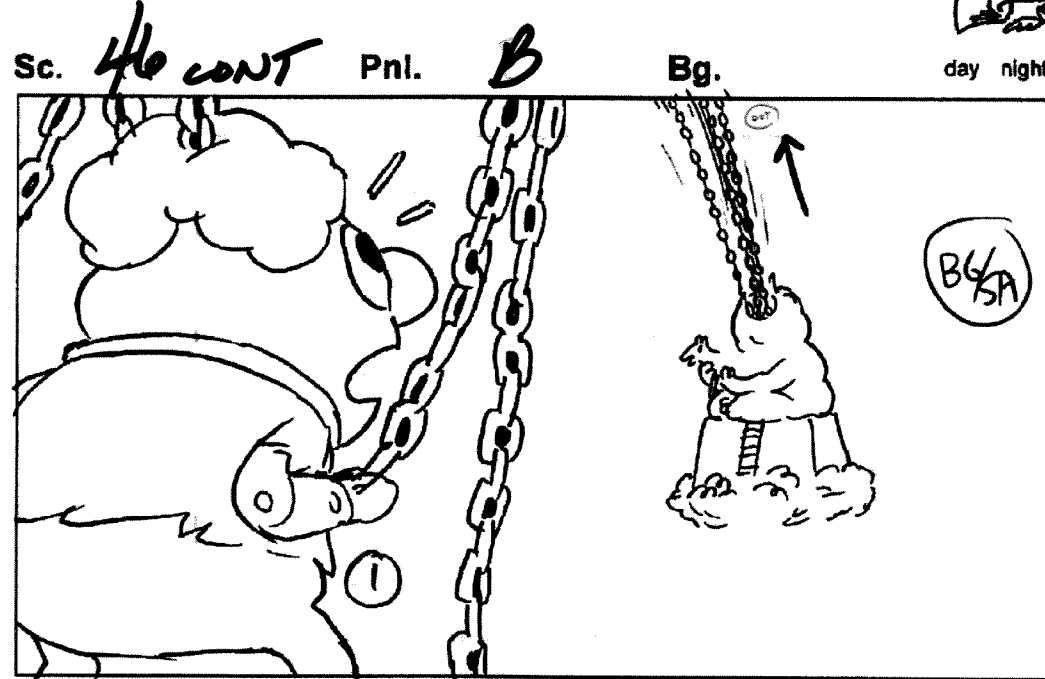
1014/157

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ADVENTURE TIME



Page **47**



Dialog:
 (LGRAB) *BUUURPPP!*
 (COW) WHOA WHAT THE HECK!!?

Action:
 -LG shoots out 3 chains from mouth

Timing:
 -LH runs and H1 - scares



(COW) (O.S.) Run for it Lemonhope!

(LH) * panting *

LEMONHOPE RUNS IN PLACE (held by marionette strings)
 ↑ arms stay up

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Production :

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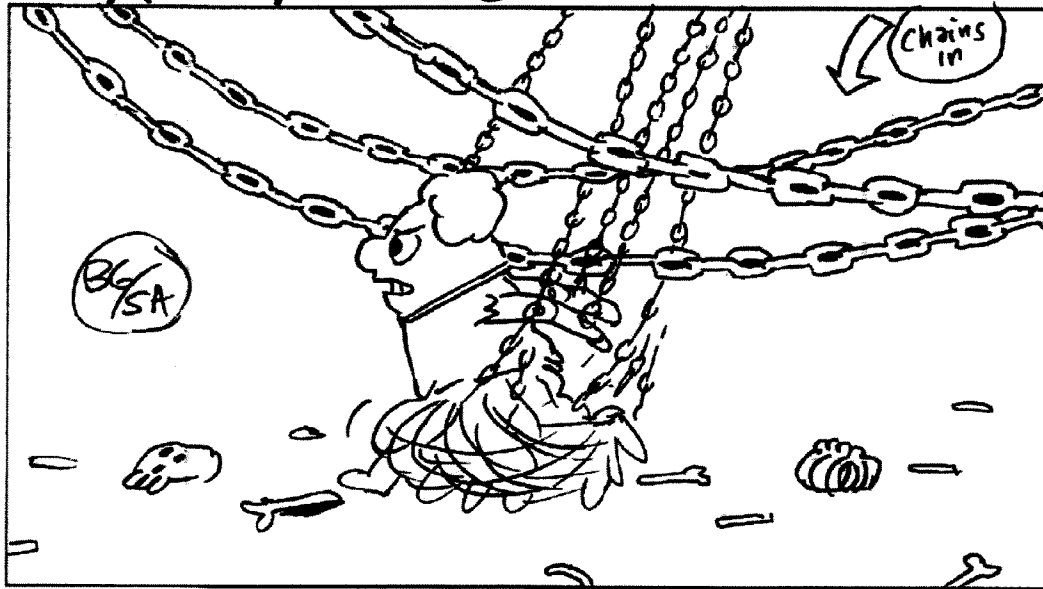
1014/157

ADVENTURE TIME

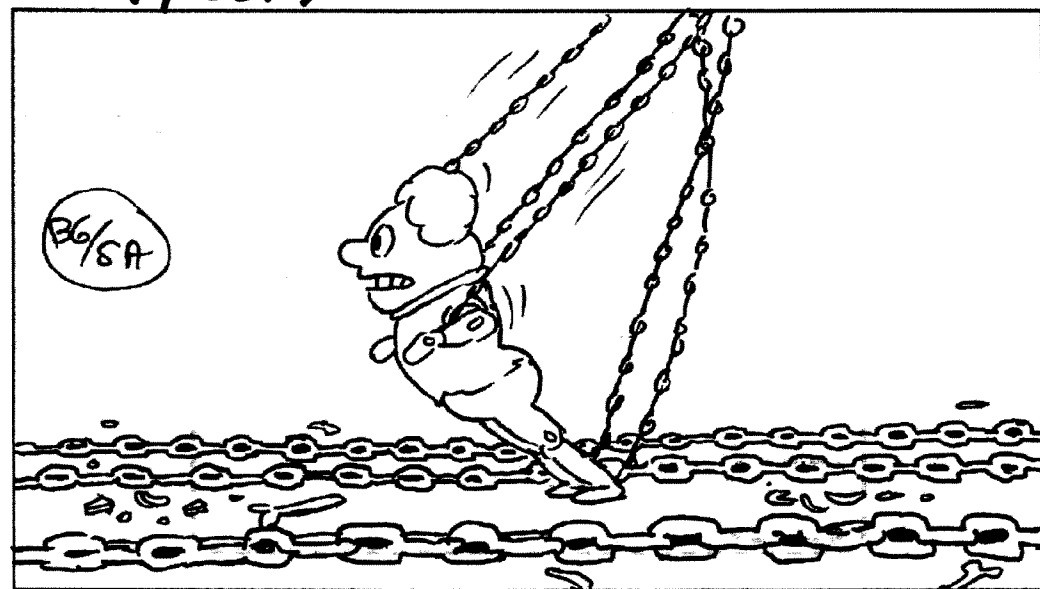


Page **48**

Sc. **47 CONT** Pnl. **B** Bg. day night



Sc. **47 CONT** Pnl. **C** Bg. day night



Dialog:	<p>(Cow:) (OS) RUN! RUN! C'MON!</p> <p>SFX: CHAINS SLIPPING!</p>
Action:	
Timing:	

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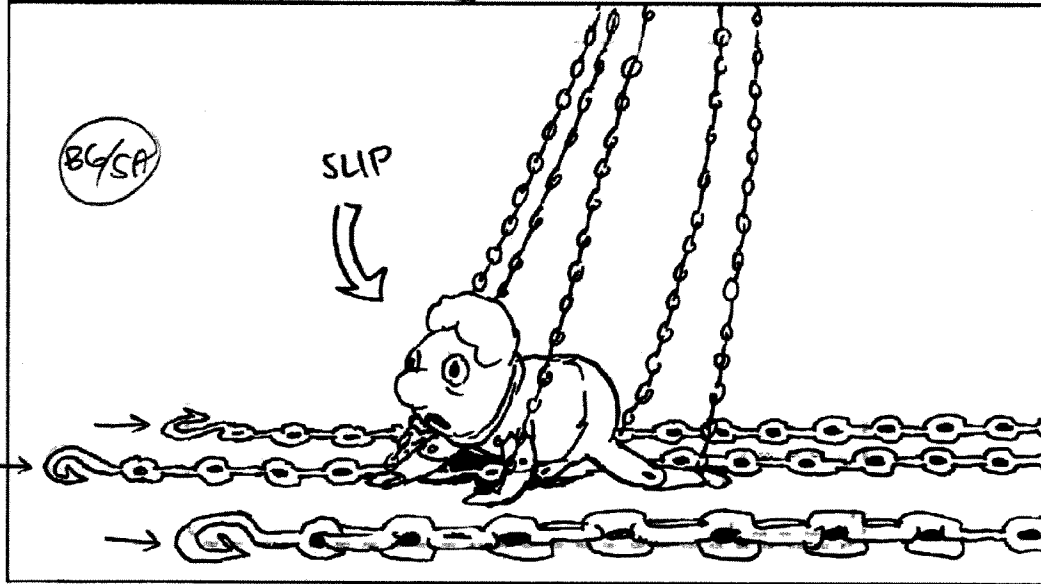
ADVENTURE TIME



NO SC'S
49-50

Page **49**

Sc. **47 CONT** Pnl. **D** Bg. **11** day night



Sc. **48** Pnl. **A** Bg. day night



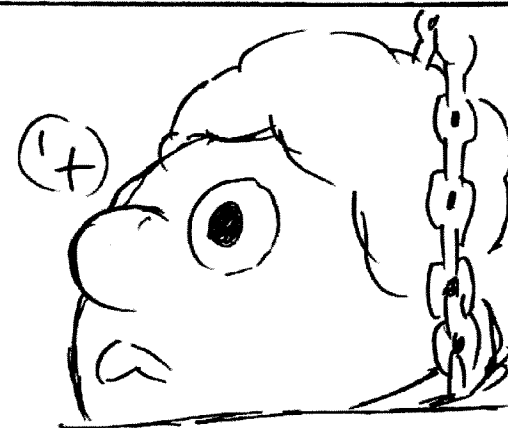
Dialog:

(LH:) *panting* (COW) (O.S.) WHY aren't you running!?

Action:

- HOOKS ARE DRAGGED BACKWARDS

Timing:



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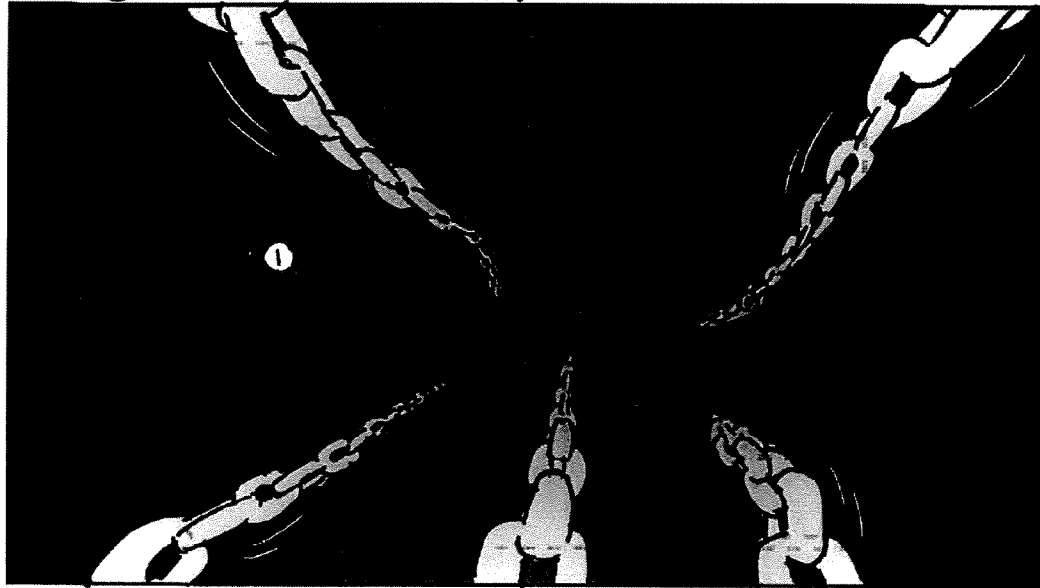
1014/157

ADVENTURE TIME

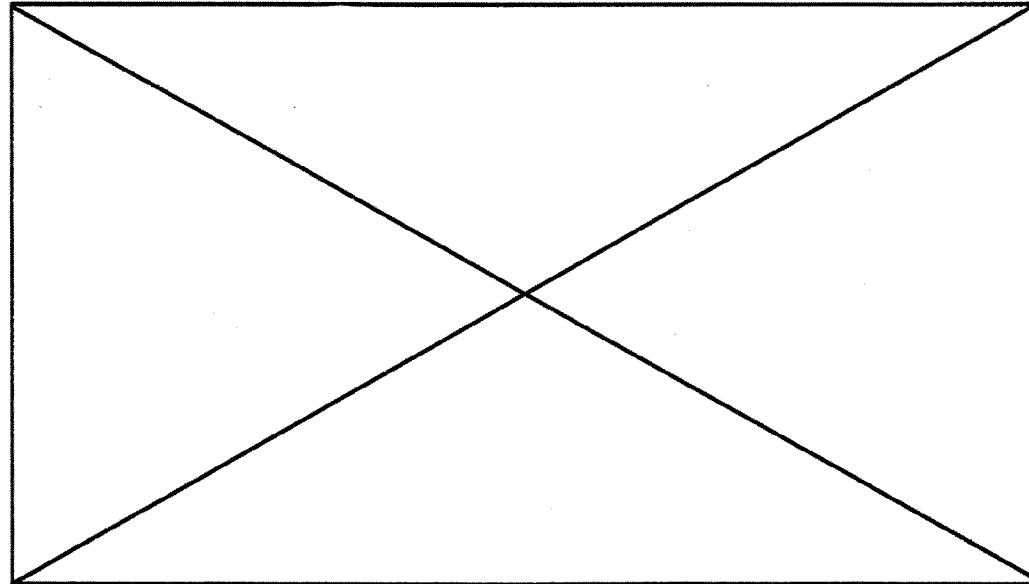


Page **50**

Sc. **51** Pnl. **A** Bg. day night



Sc. Pnl. Bg. day night



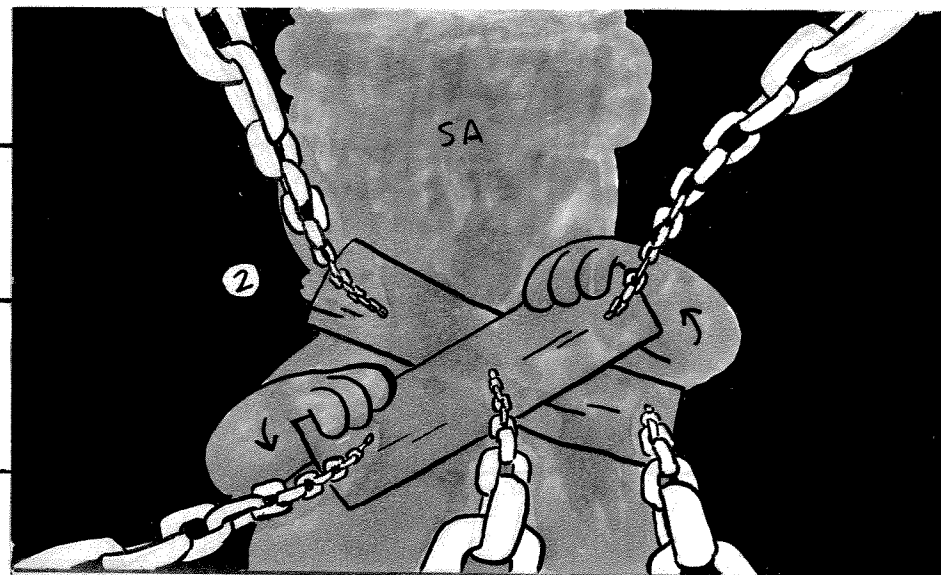
Dialog:

(COW:YOS) LEMONHOPE!!!

Action:

-LARGER LEMONHOPE HOLDS MARIONETTE CONTROLS

Timing:



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ADVENTURE TIME



Page 51

Sc. 52

Pnl. A

Bg.

day night



Sc. 52 CONT

Pnl. B

Bg.

day night



Dialog:

LH *GASP!*
SFX: CONK!

Action:

- LH wakes up with a start / water glass does a flip, only spilling a few drips

Timing:



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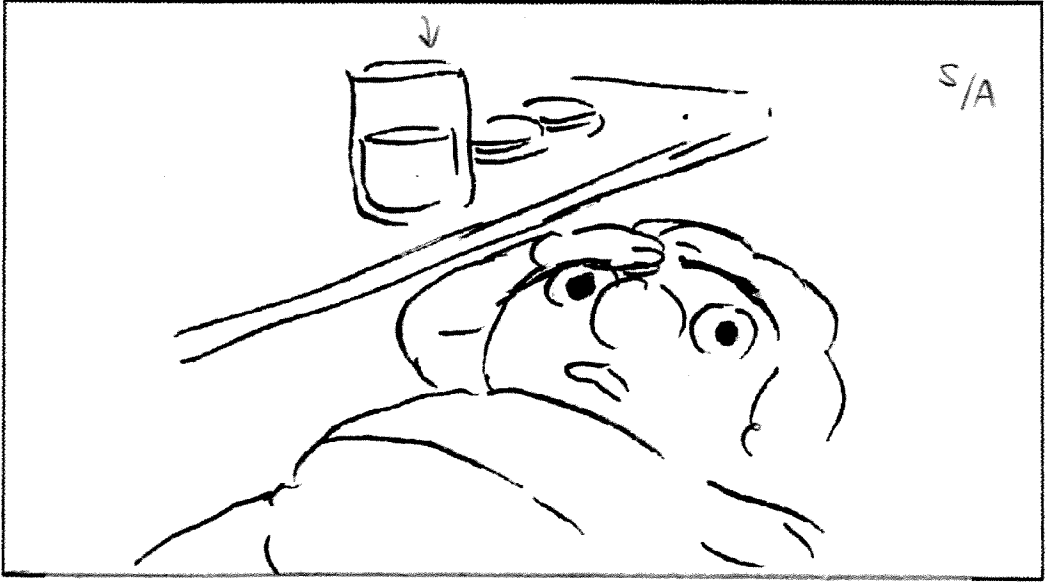
Production :

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Sc. 52 *CONT* Pnl. *C* Bg. day night



Sc. 52 *CONT* Pnl. *D* Bg. day night



Dialog:	(LH:) panting	LH: * sigh *
Action:	- WATER GLASS LANDS.	
Timing:		

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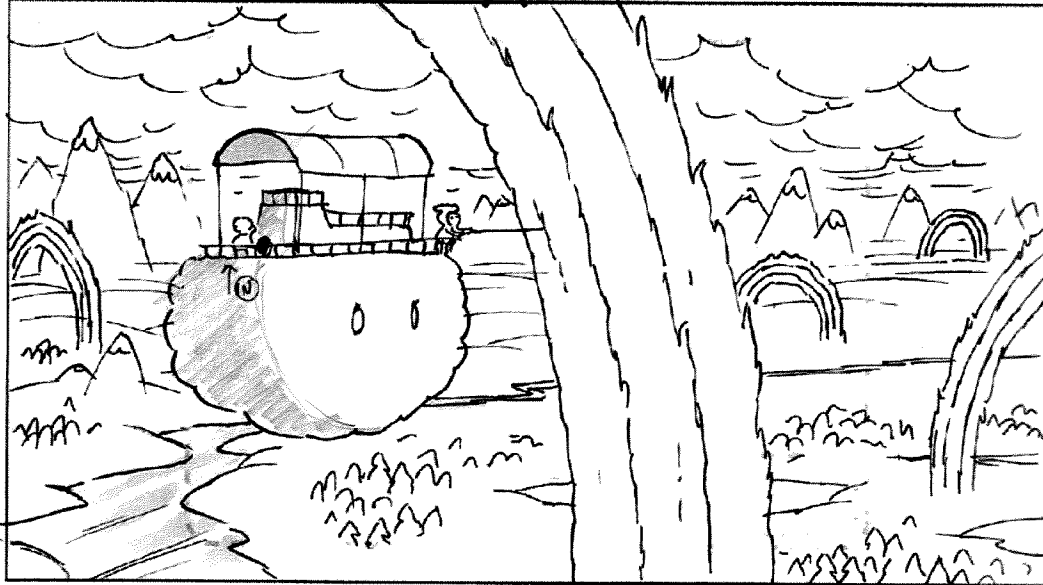
1014/157

ADVENTURE TIME

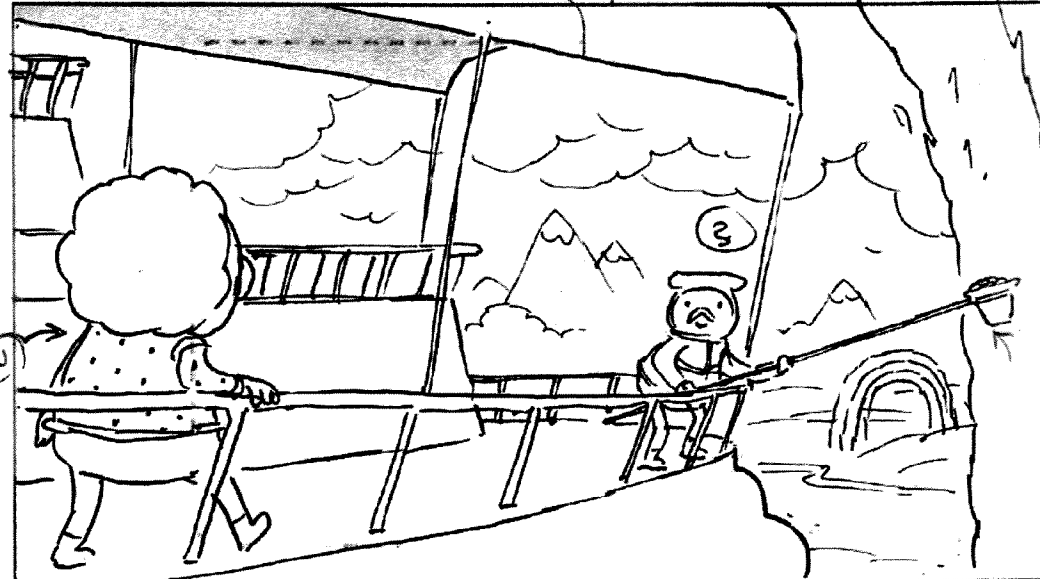


Page **53**

Sc. 53 Pnl. **A** Bg. day night



Sc. 54 Pnl. **A** Bg. day night

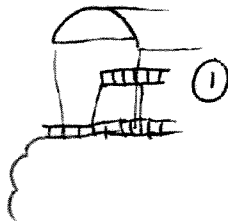


Dialog:

(P.H.L.) Mornin' Lemonhope, →

Action: - Fire rainbows in the Ice Kingdom (very rare)
- Lemonhope climbs up from hatch

Timing:



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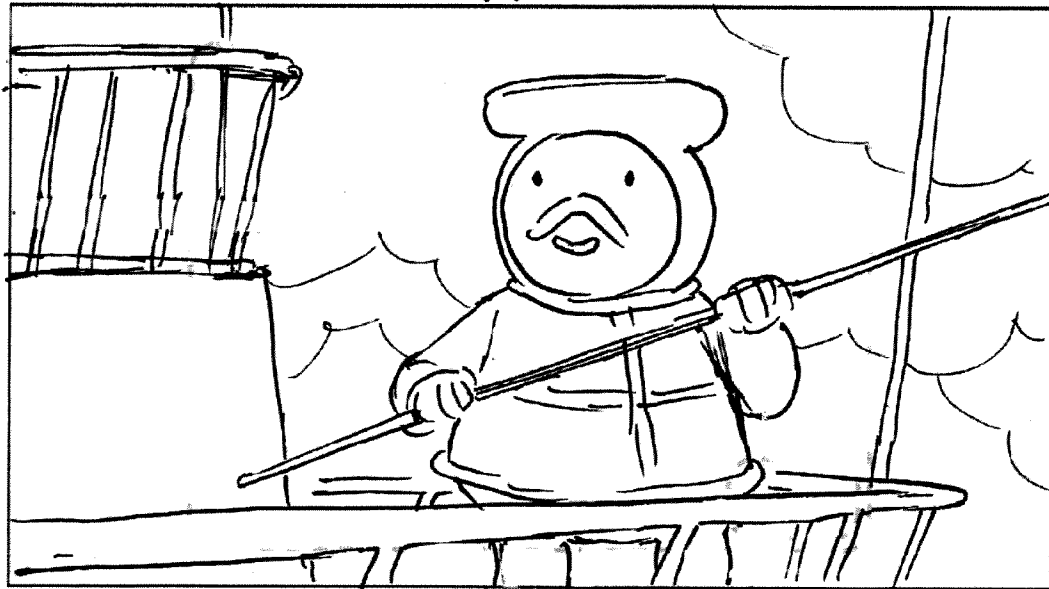


Sc. 55

Pnl. A

Bg.

day night



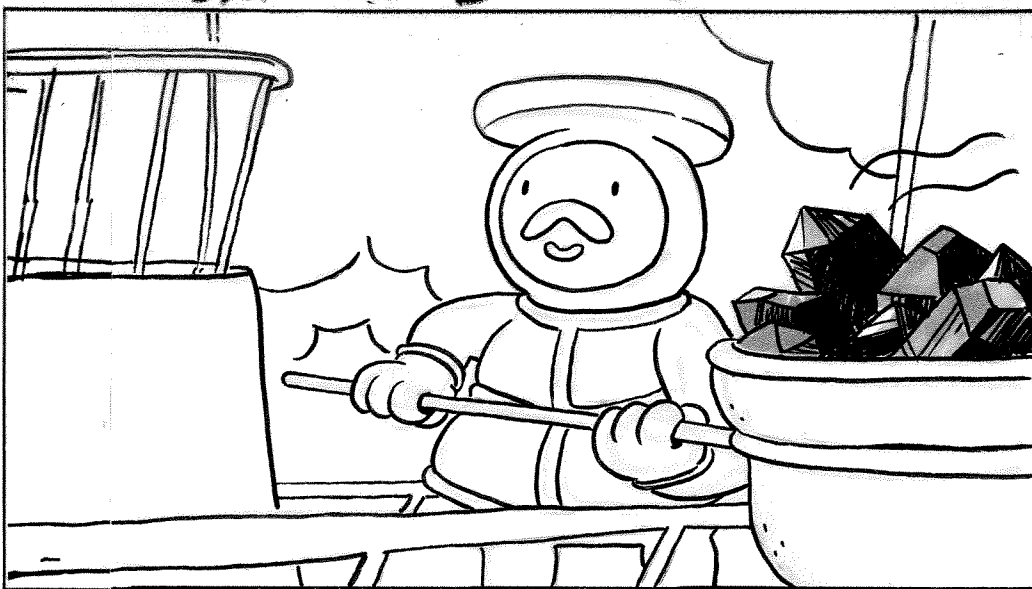
Sc. 55 CONT

Pnl. B

Bg.

Page 54
day night

54A NEXT



Dialog: PH → hey is there anymore
white coal down
down in the hold? →

PH More black diamonds equals
more love potions!

Action: - Phlannel displays Black diamonds to LH
- ADJ. W/ ACTION.

Timing:

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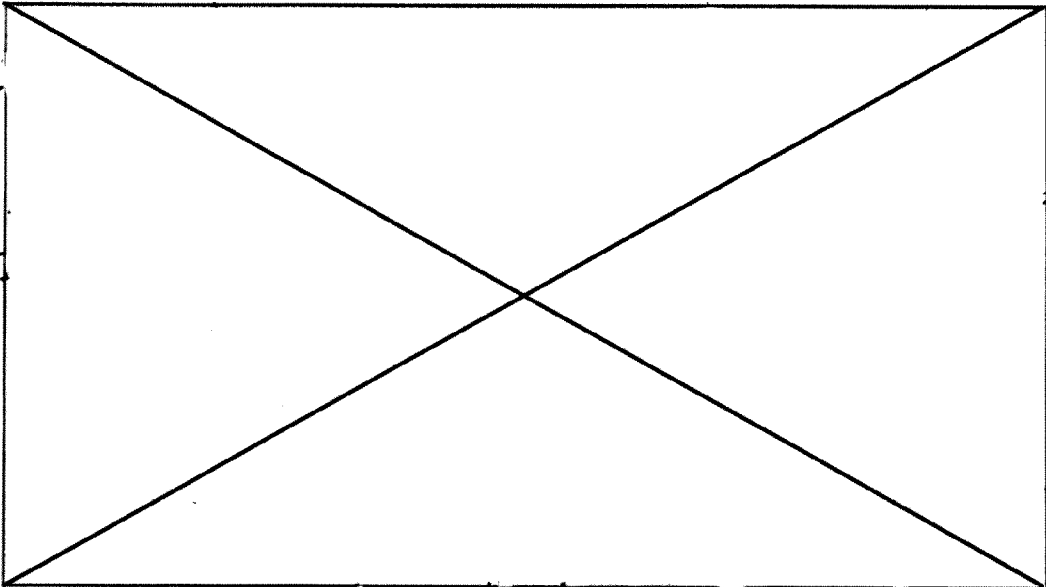
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ADVENTURE TIME



Page **54A**

Sc. Pnl. Bg. day night



Sc. 55 **CONT** Pnl. c Bg. day night



Dialog:	CAM ADS.
Action:	AUG 02 2013
Timing:	

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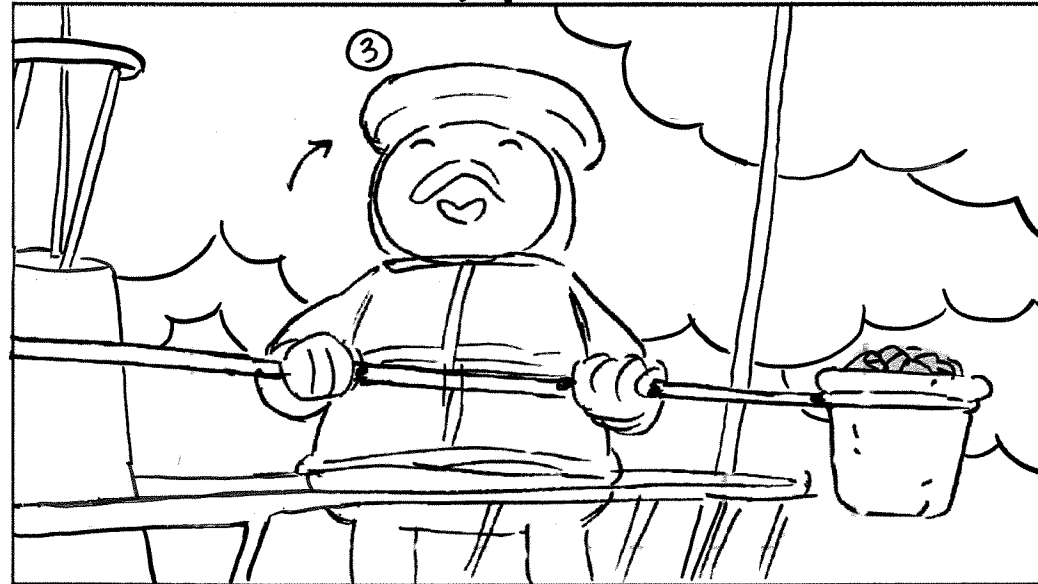


Page **55**

Sc. 56 Pnl. **A** Bg. day night



Sc. 57 Pnl. **A** Bg. day night



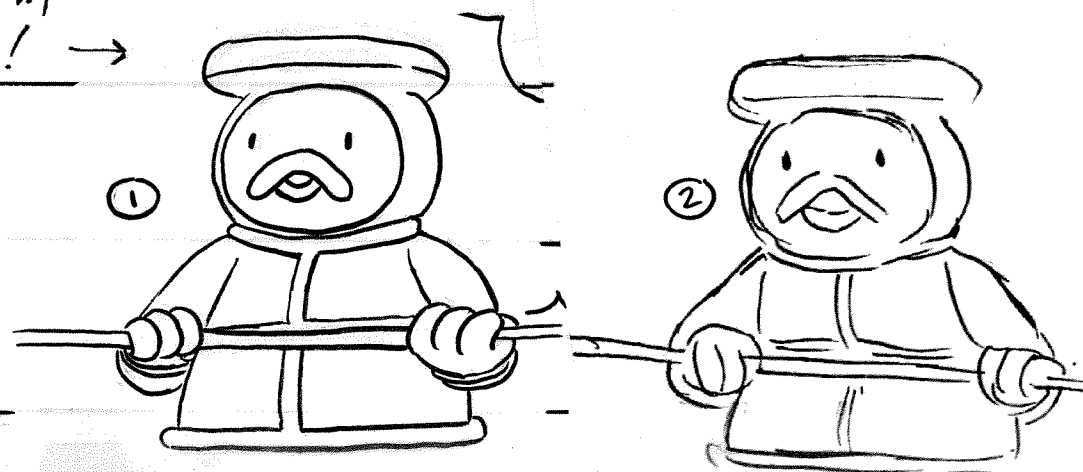
Dialog:

PHLAMMEL (O.S.) The old
"three 'R's", y'know what I'm
sayin': Ruh-Ruh-Romance! Haha! →

Action:

Timing:

PH: Oh man I can't wait
for some I'll love!



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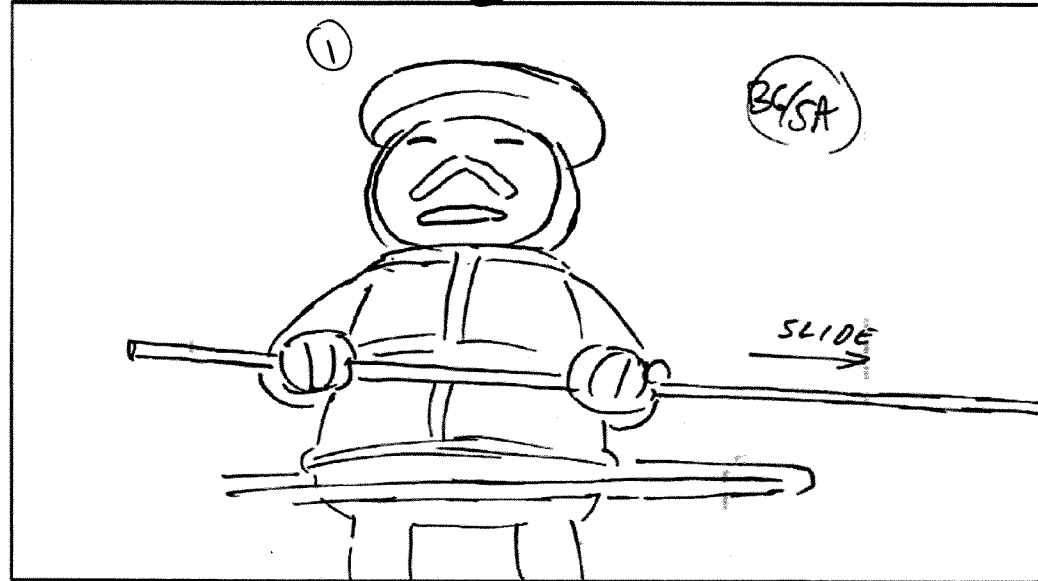
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ADVENTURE TIME

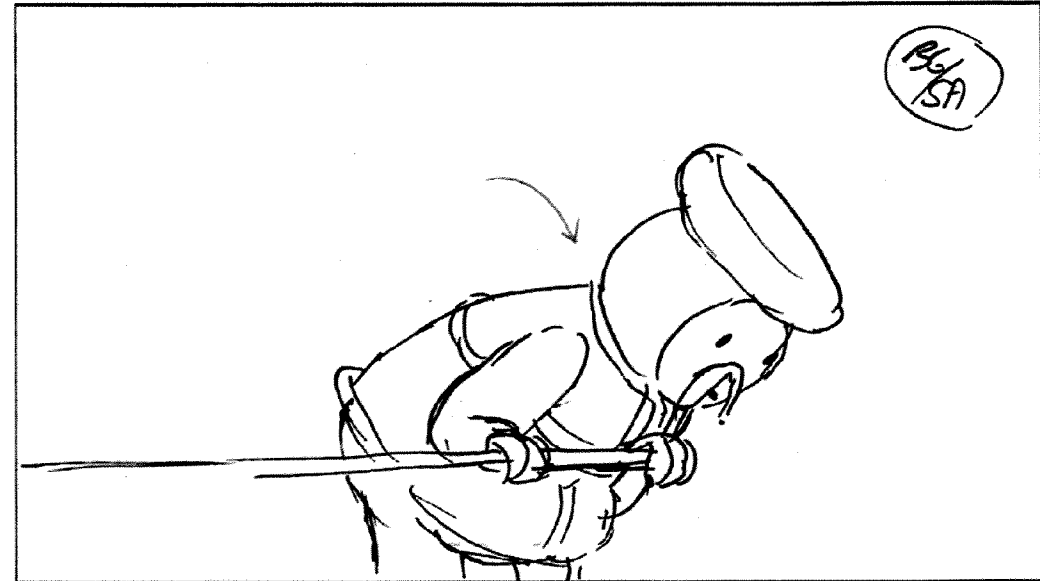


Page 56

Sc. 57 *CONT* Pnl. *B* Bg. day night



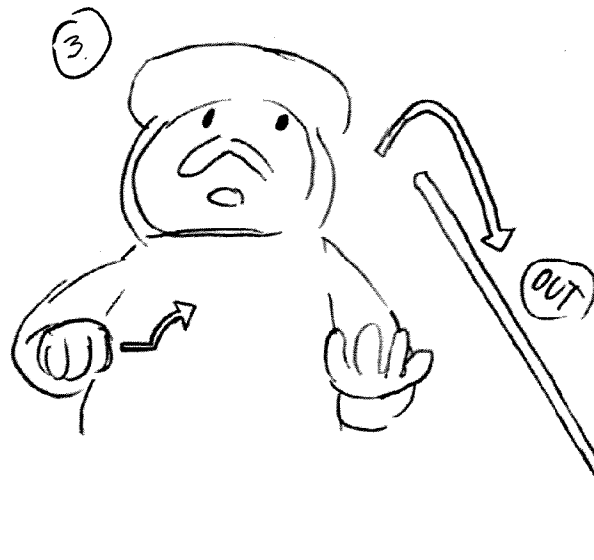
Sc. 57 *CONT* Pnl. *C* Bg. day night



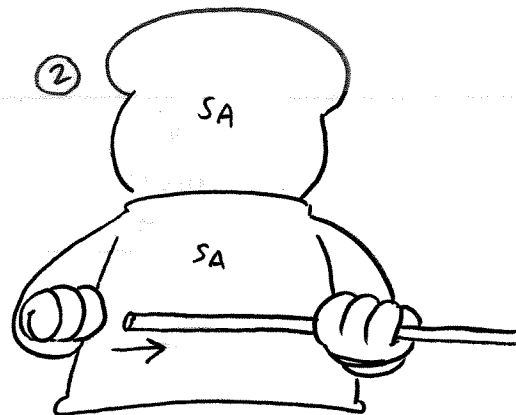
Dialog: (PHL) → it's been so lon-- whoops.

Action:

Timing:



(PH) Oh...rats. Oh well.



- LADLE SLIDES OUT OF PH LANNEL'S HANDS, THEN TIPS OVER FROM ITS OWN WEIGHT.



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ADVENTURE TIME

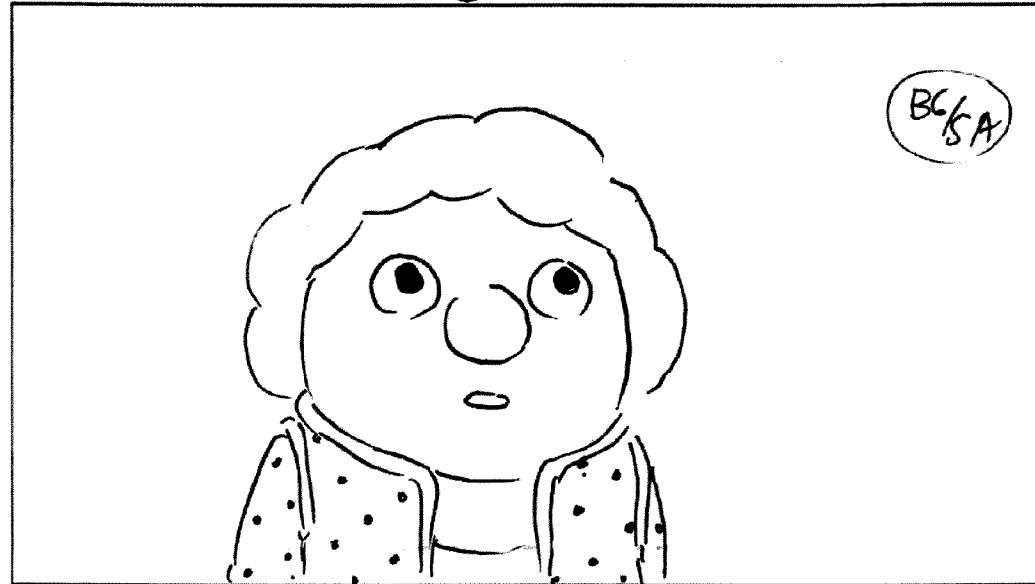


Page 57

Sc. 58 Pnl. A Bg. day night



Sc. 58 CONT Pnl. B Bg. day night



Dialog:

(PHLANNEL) (O.S.) .. Hey! Don't sweat it buddy! It wasn't your fault.

(LH:) It's not that Phlannel.

Action:

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Timing:

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ADVENTURE TIME



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Sc. 58 CONT Pnl. C Bg. day night



Sc. 59 Pnl. A Bg. day night



Dialog: (LH:) I ... had a bad dream...

(PHLANNR:) Again? That's the third time this week.

Action:

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Timing:

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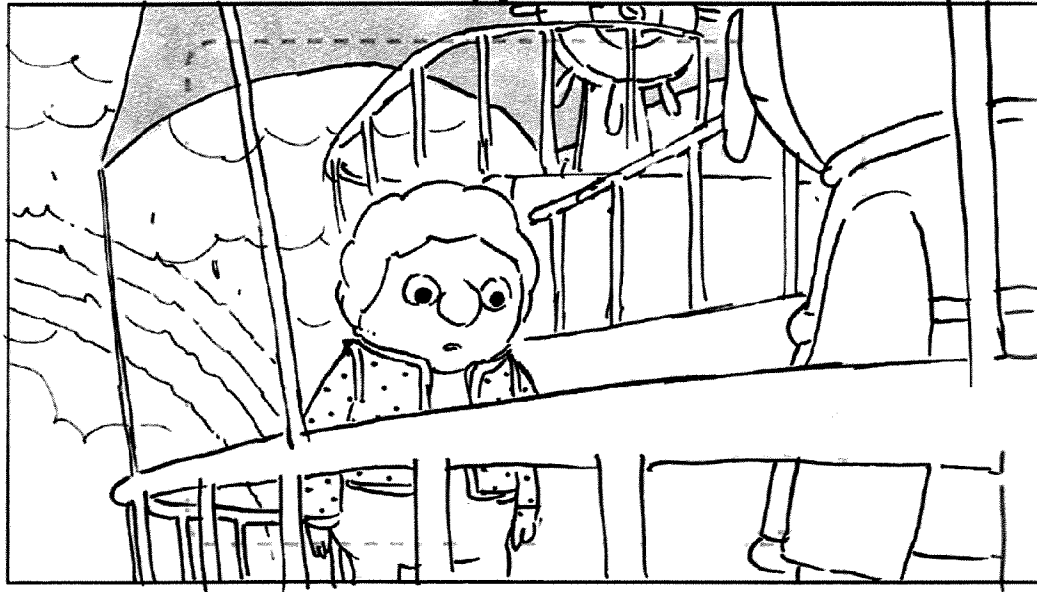
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ADVENTURE TIME

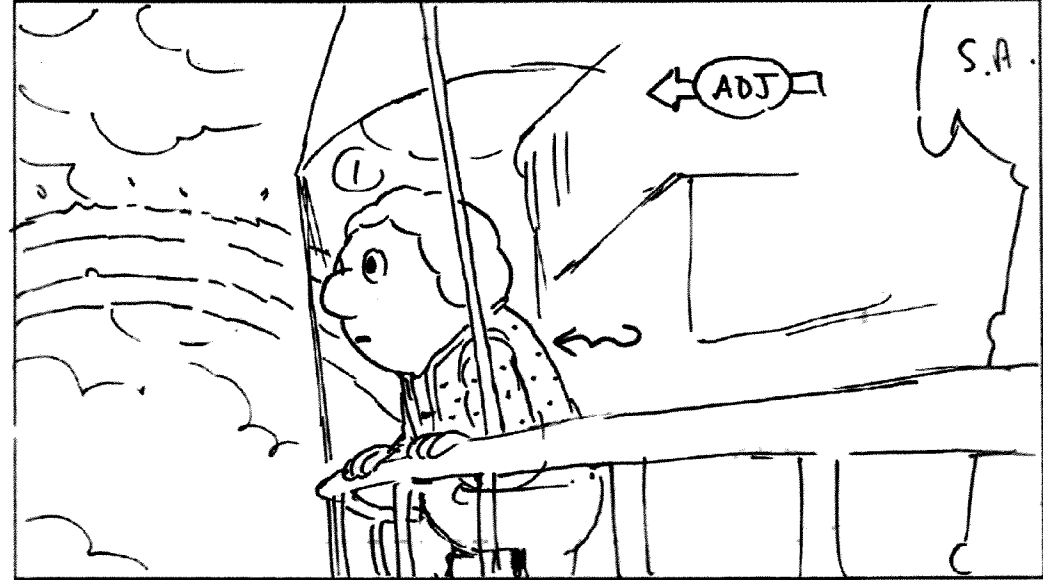


Page 59

Sc. 60 Pnl. A Bg. day night



Sc. 60 CONT Pnl. B Bg. day night



Dialog:

(LH:) * sigh *

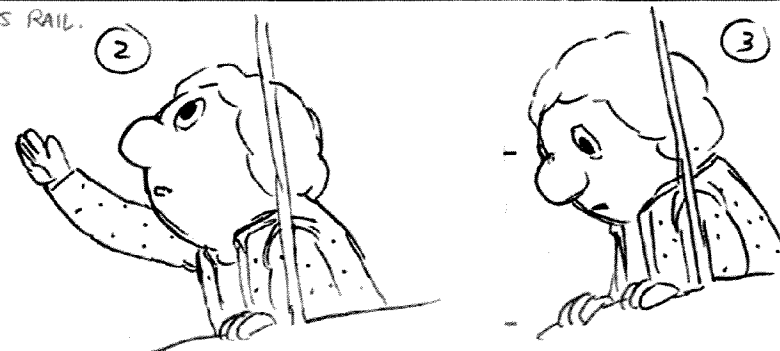
(LH:) ① I'm free now phannel,
② to do all whatevs I ever wanted.
③ But all I think about is my old life.

Action:

- LH TURNS TOWARDS RAIL.

- ADJ. W/ ACTION

Timing:



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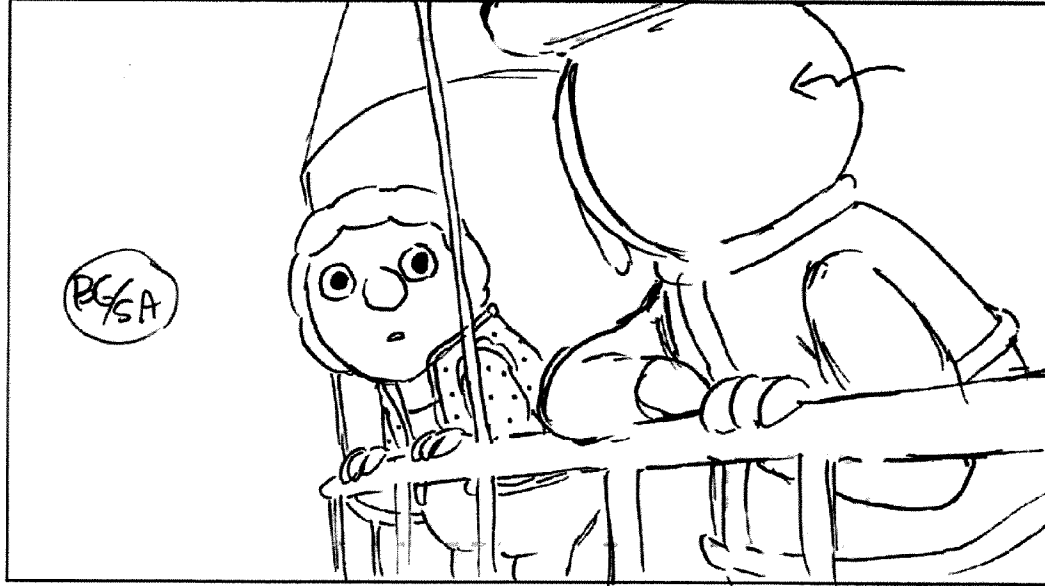
1014/157

ADVENTURE TIME

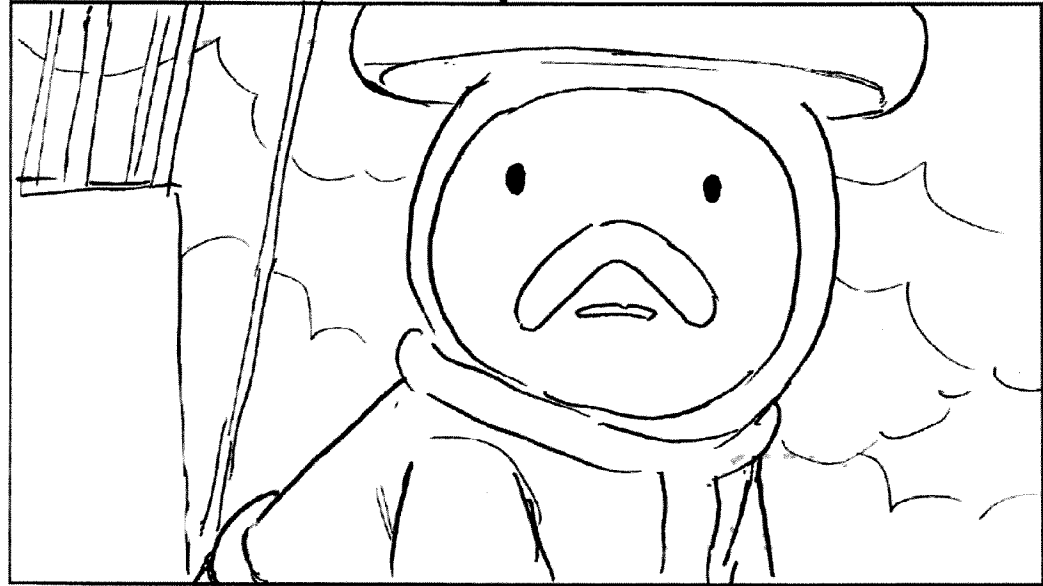


Page 60

Sc. 60 CONT Pnl. C Bg. day night



Sc. 61 Pnl. A Bg. day night



Dialog:

(LH:) What does it mean?

(PHCANNEZ:) Well...

Action:

Timing:

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ADVENTURE TIME



Page 61

Sc. 61 CONT Pnl. B Bg. day night



Sc. 62 Pnl. A Bg. day night



Dialog:

(PH:) → it's true you are free, →

- ① free to help the Lemon people or to leave them be -
- ② But a debt unpaid is not easily forgotten.

Action:

- Fish are within the fire Rainbow

Timing:

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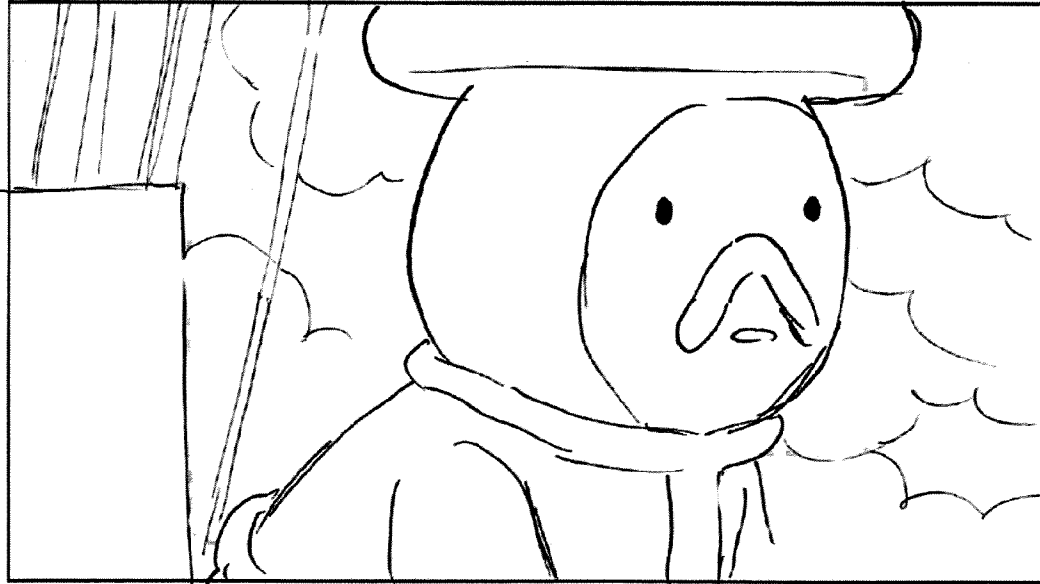
1014/157

ADVENTURE TIME

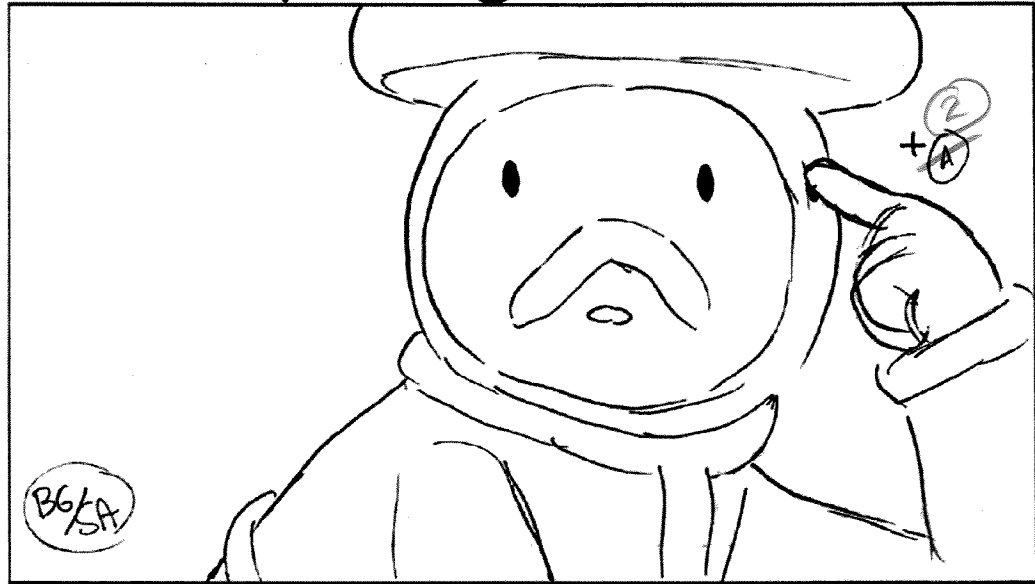


Page 62

Sc. 63 Pnl. A Bg. day night



Sc. 63 CONT Pnl. B Bg. day night



Dialog:	PHLannel: So you are a prisoner still, →	PB	"in deinem Kopf."
Action:	A B A B A		
Timing:	<p>① - PHLANNEL TAPS TEMPLE</p> <p>S.P.</p>		

EPISODE #

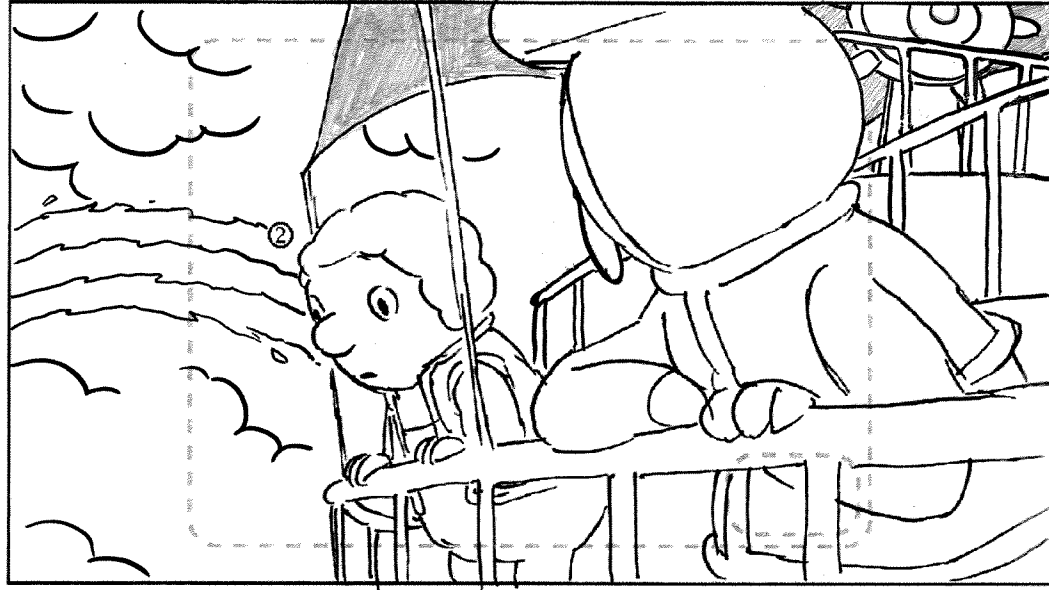
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Production

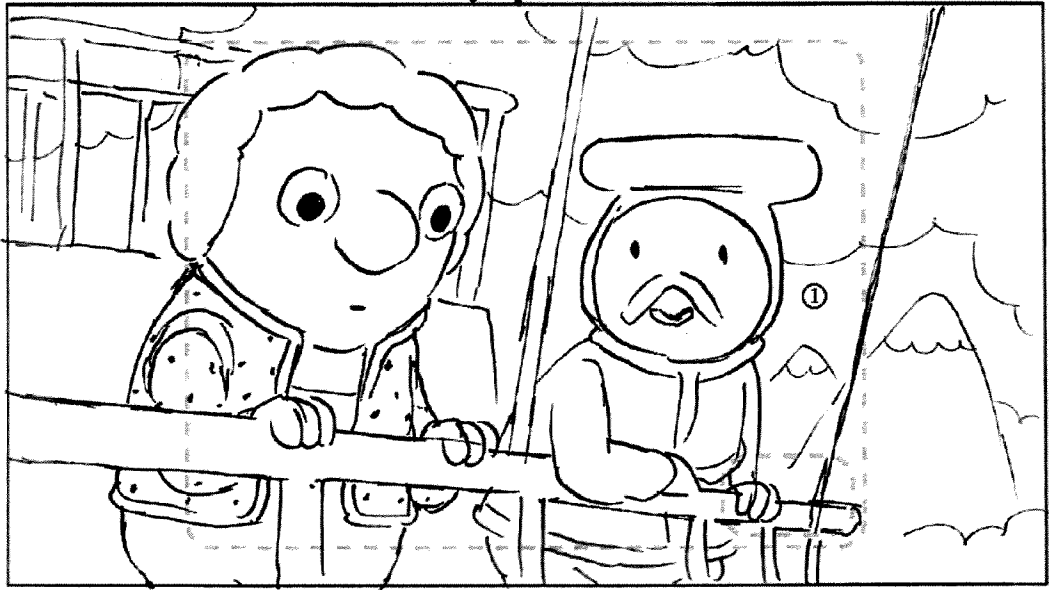
ADVENTURE TIME



Sc. 64 Pnl. A Bg. day night



Sc. 65 Pnl. A Bg. day night

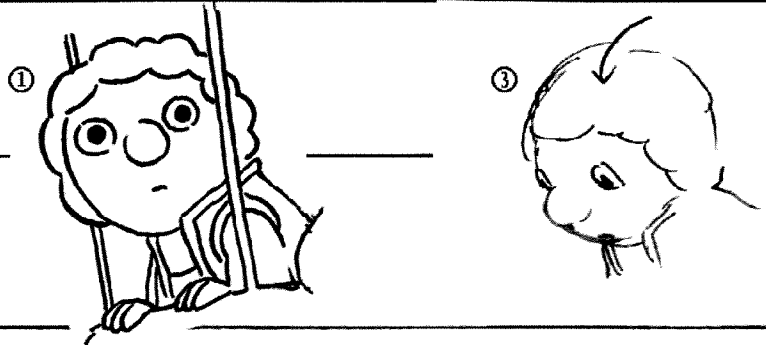


Dialog: (LH:) Huh. That's what mistress always said... but I didn't even listen.

PHCANNEZ: Ah - Lemon hope - (3) You're a DOER, not a listener.

Action:

Timing:



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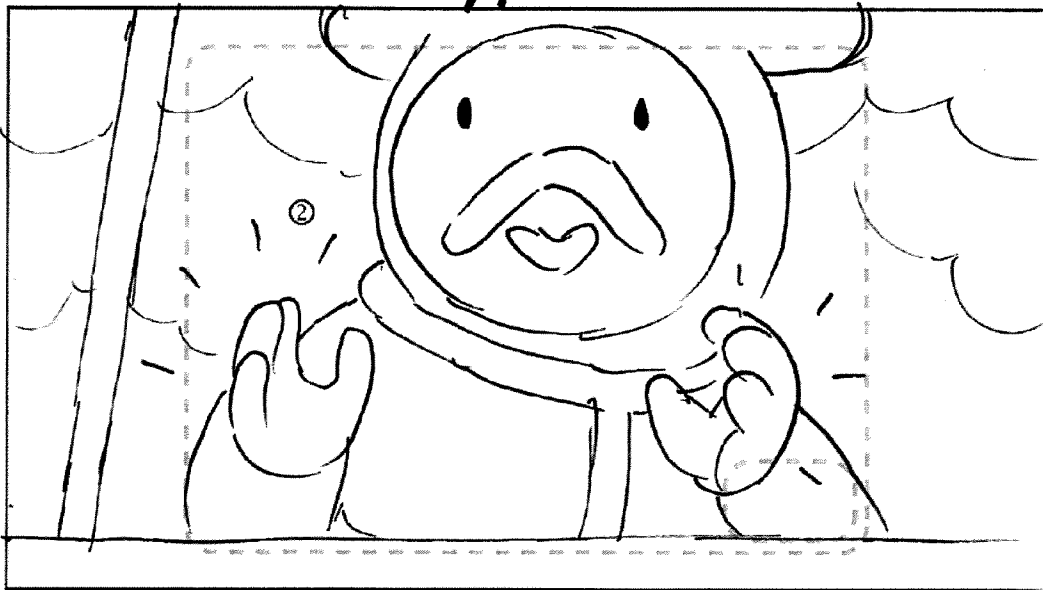
1014/157

ADVENTURE TIME

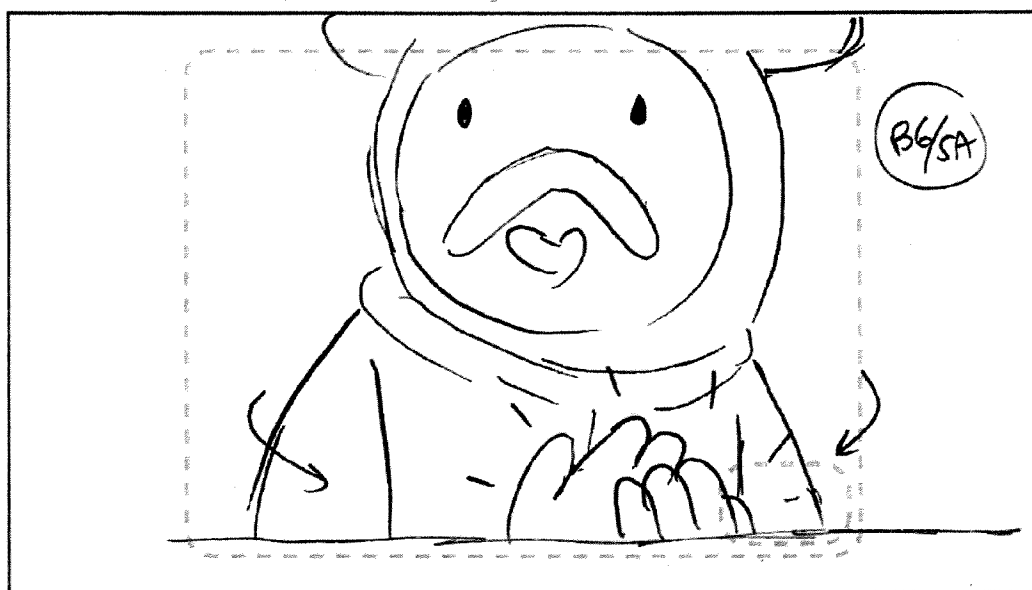


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Sc. 66 Pnl. A Bg. day night



Sc. 66 CONT Pnl. B Bg. day night



Dialog: PH:) You learn with your hands, →

and heart, →

Actio

Timir

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Production :

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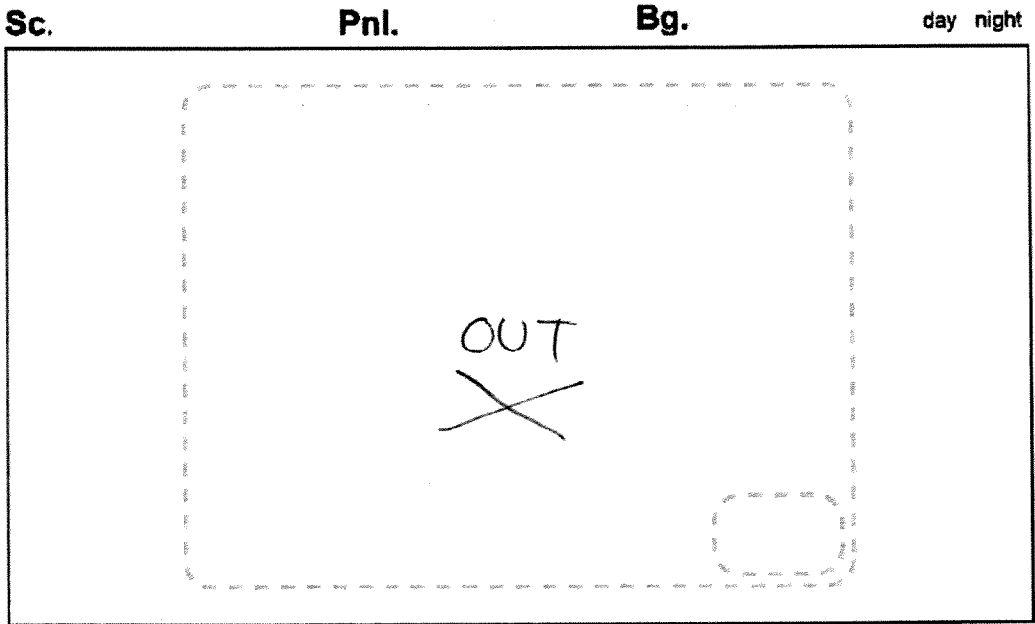
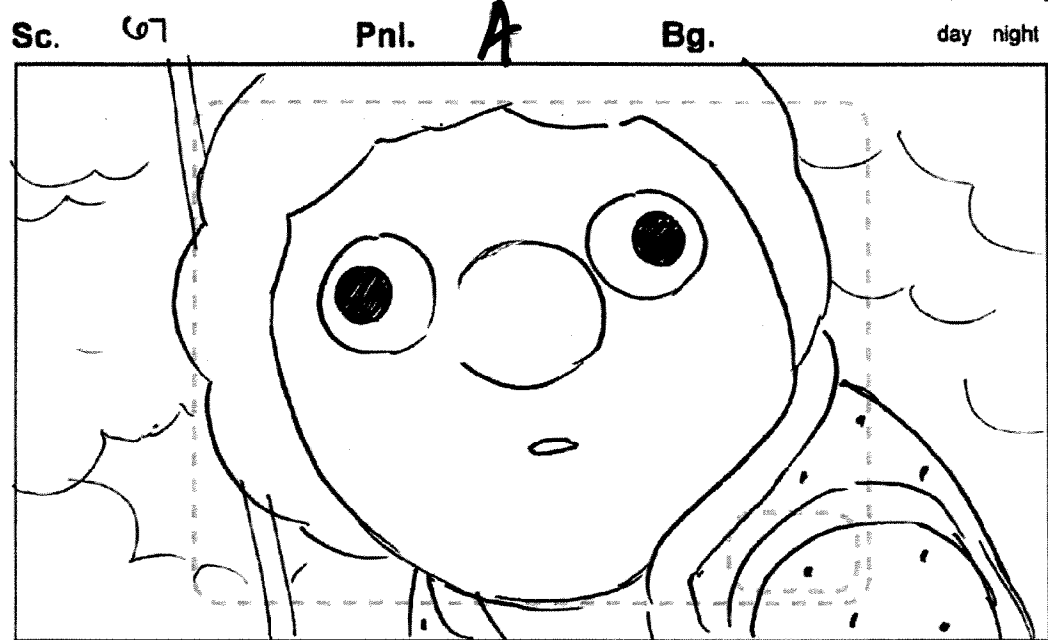
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ADVENTURE TIME



Dialog:	short - Beat -
Action:	
Timing:	

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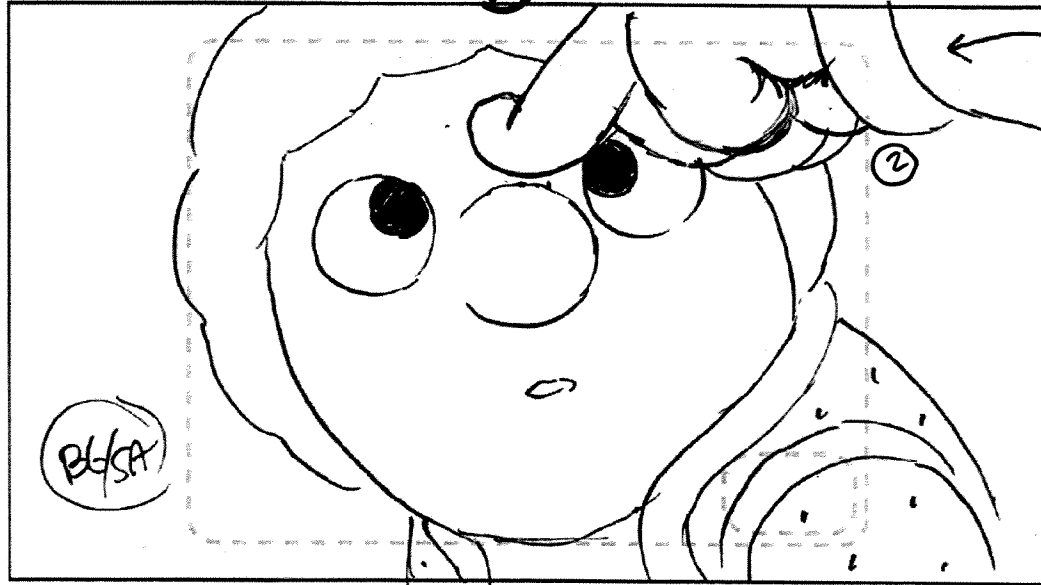
1014157

ADVENTURE TIME



Page 66

Sc. 67 CONT Pnl. B Bg. day night



Sc. 68 Pnl. A Bg. day night



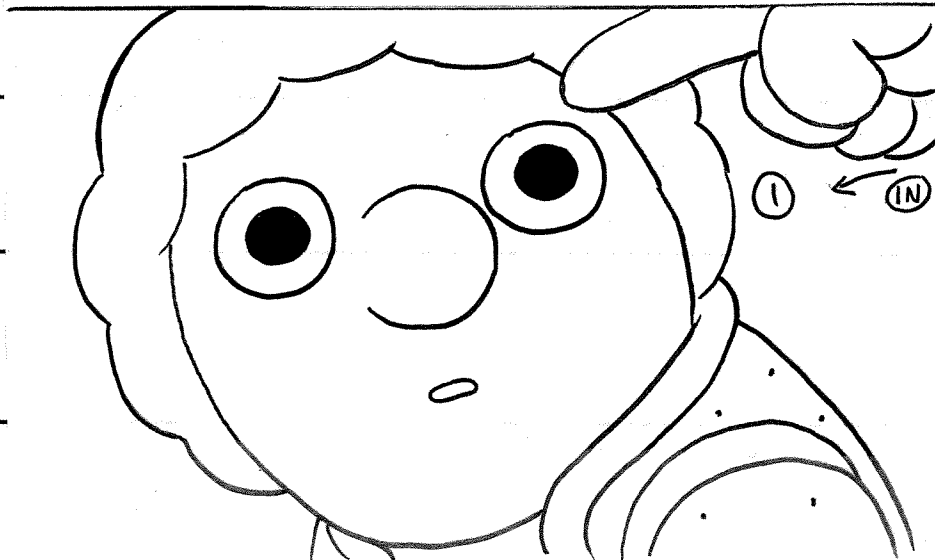
Dialog:

PH/CANNER (O.S.) Not your head.

(PH) So what will you do, Lemonhope?

Action:

Timing:



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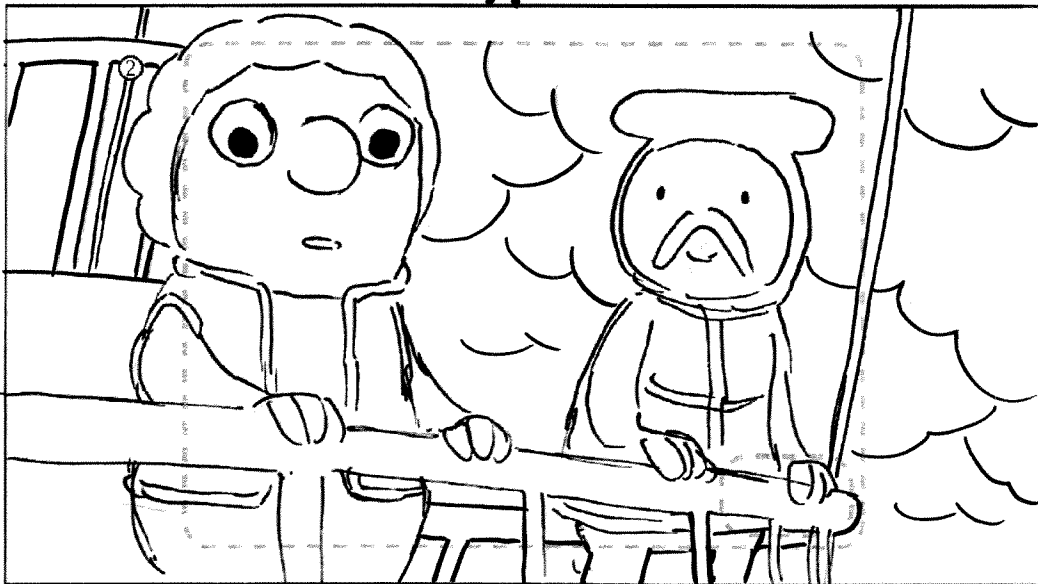
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ADVENTURE TIME

Page 67

Sc. 69 Pnl. A Bg. day night



Sc. 69 CONT Pnl. B Bg. day night



Dialog:

(44)

I'll... I'll go back...
And I'll help my people...



①

and...

②

maybe I'll feel better.

Action:

Timing:



①



③

①



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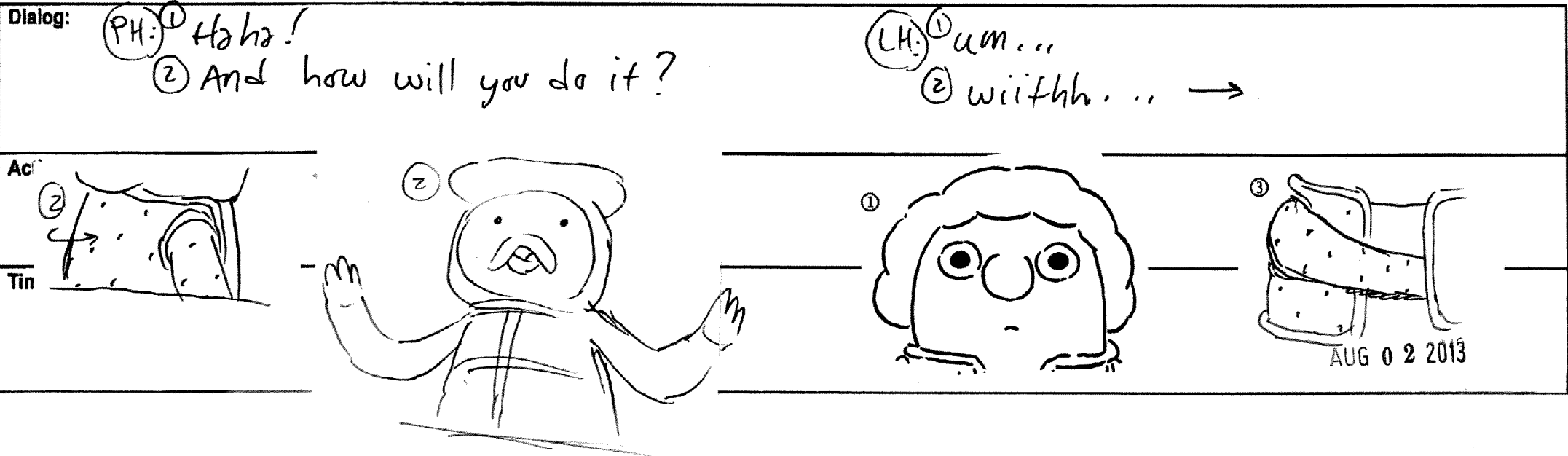
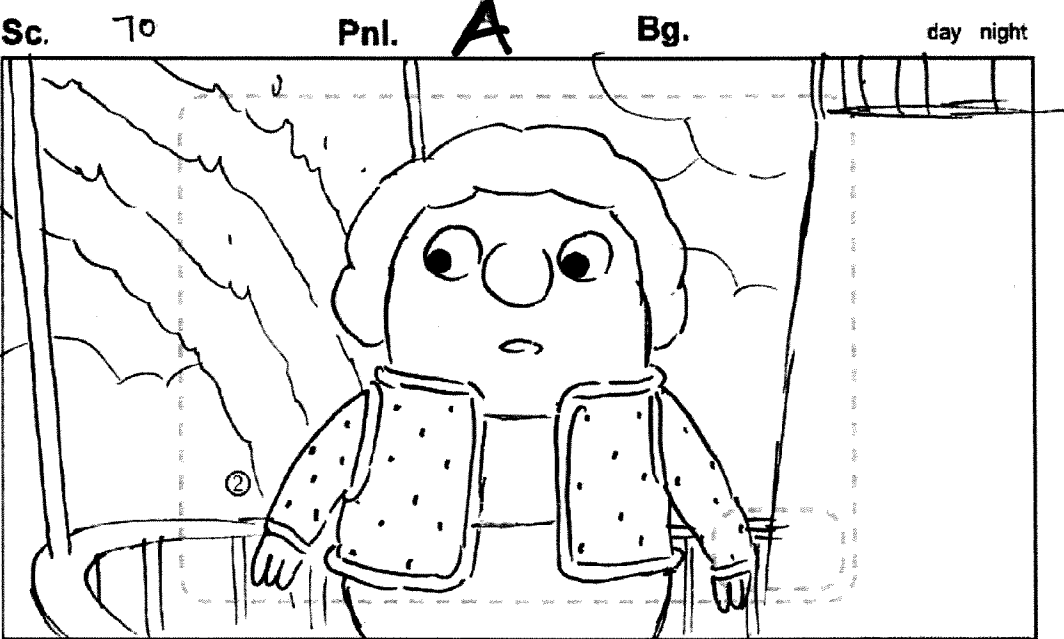
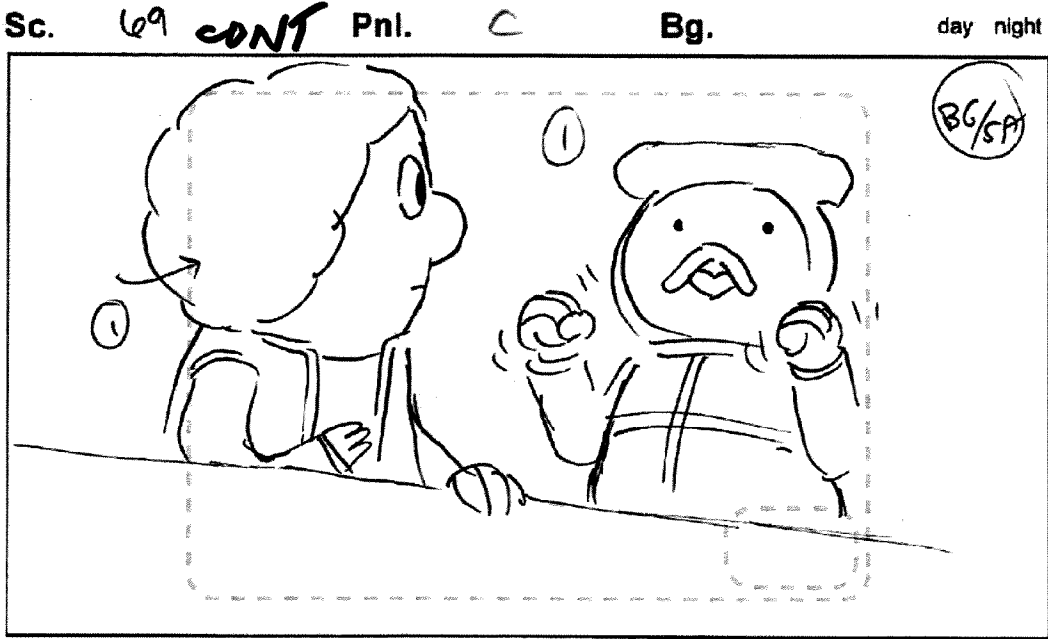
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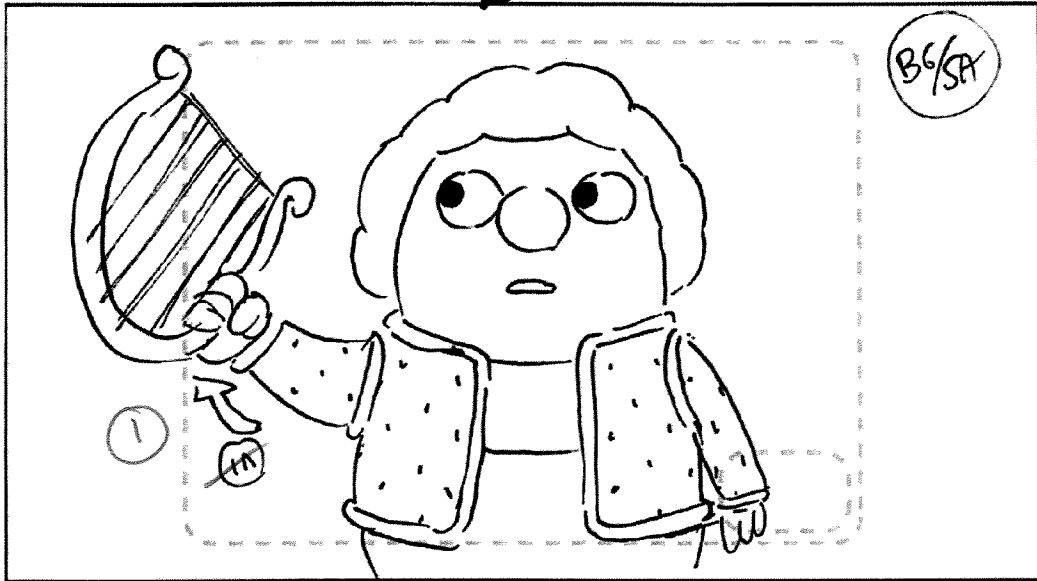
1014/157

1014/157

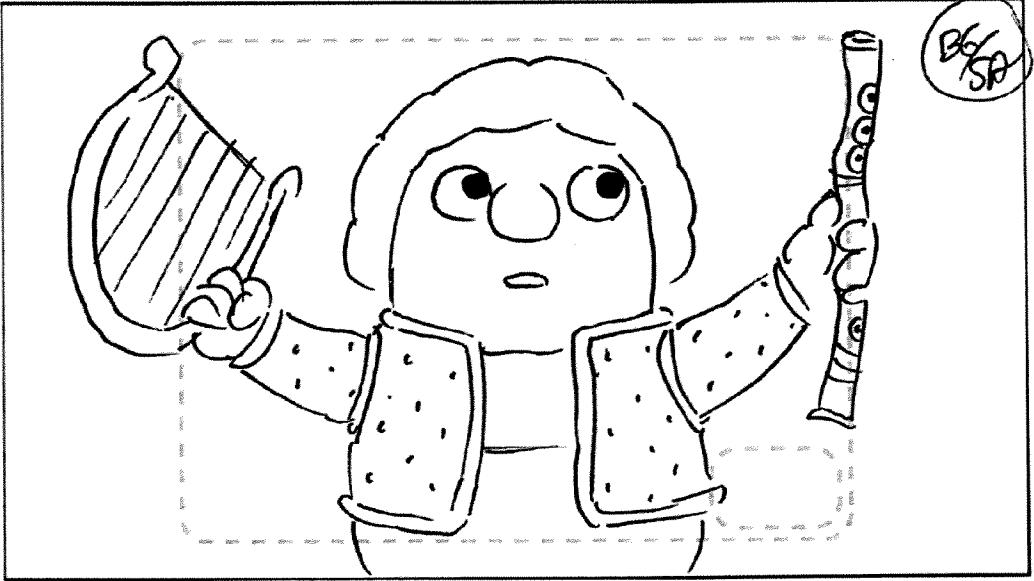
ADVENTURE TIME

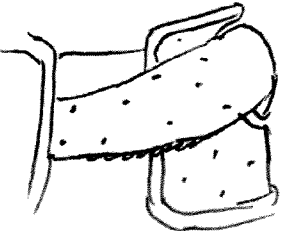


Sc. 70 CONT Pnl. B Bg. day night



Sc. 70 CONT Pnl. C Bg. day night



Dialog:	
(LH) → my harp...	(LH) → my flute, →
(2) and...	
Action:	
(2) 	AUG 02 2013
Timing:	

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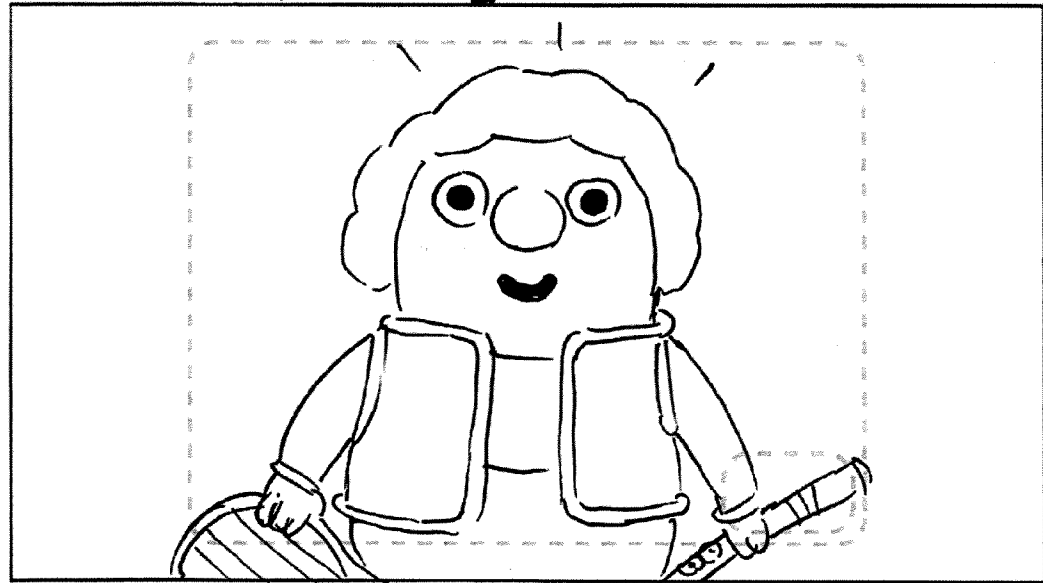
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ADVENTURE TIME

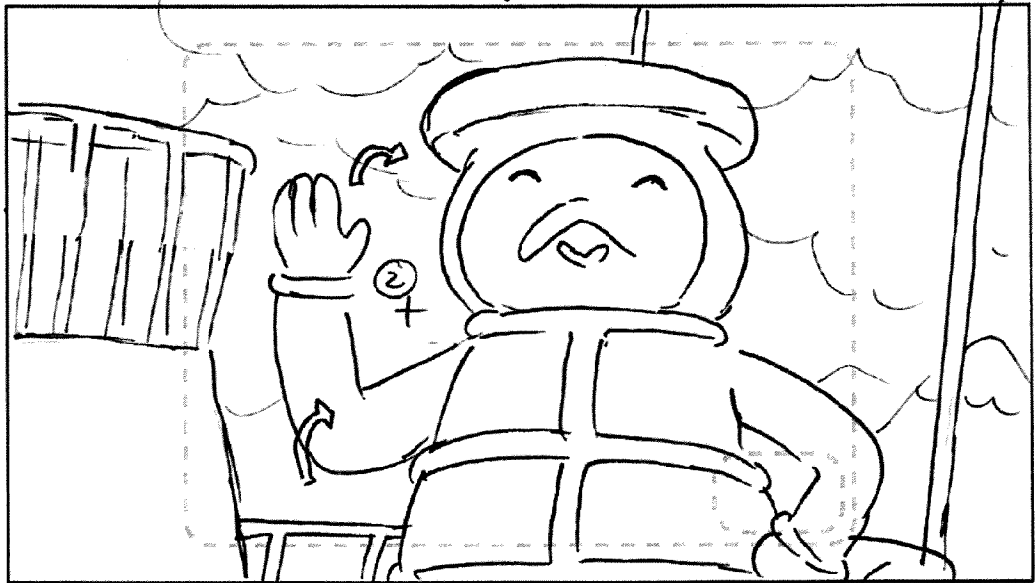


Page 70

Sc. 70 CONT Pnl. D Bg. day night



Sc. 71 Pnl. A Bg. day night



Dialog: (LH) and help from my friend Phlannel.

Action:

Timing:

(PHL:) Ah, little Lemonhope,



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ADVENTURE TIME



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Sc. 71 cont Pnl. B Bg. day night



Sc. 71 cont Pnl. C Bg. day night



Dialog:

(PHL): Of course I'll take you as far as I can, →

Action:

Timing:

(PH): But I can't interfere directly in Lemongrab politics.

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Production :

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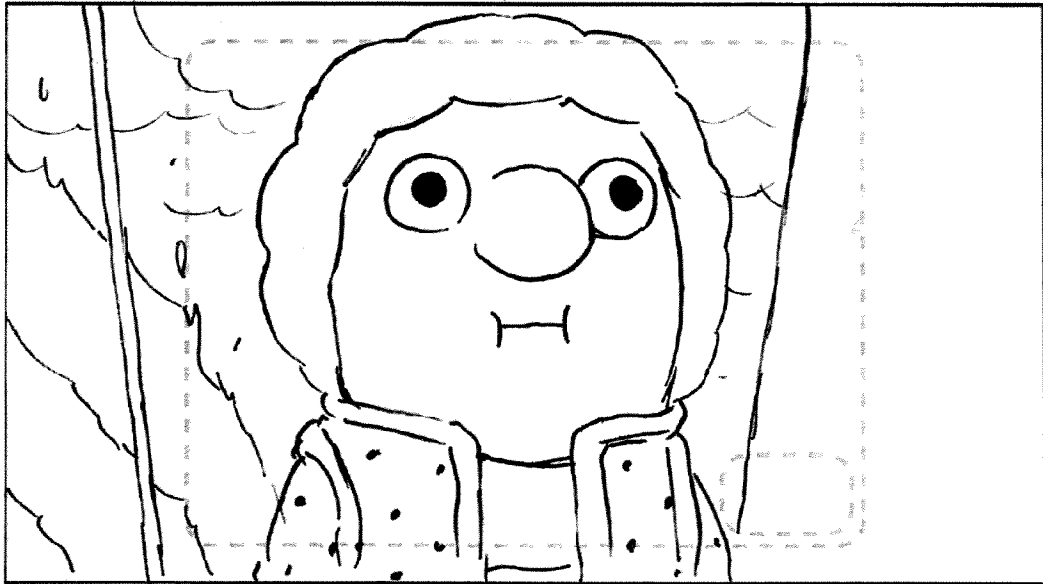
1014/157

1014/157

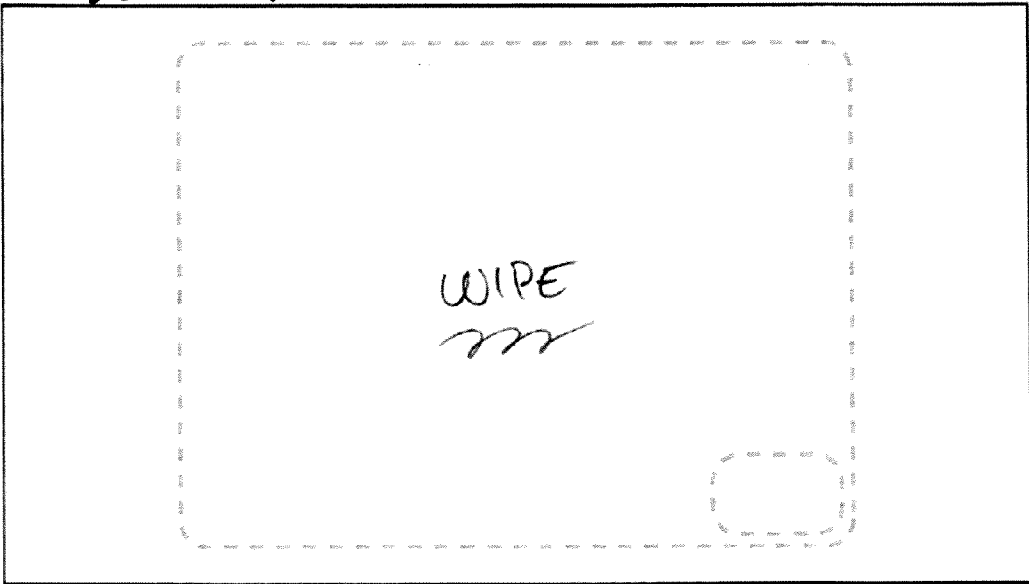
ADVENTURE TIME



Sc. 72 Pnl. A Bg. day night



Sc. 72 CONT Pnl. Bg. day night



Dialog:	PHLANNEL (O.S.) → all those old pacts and treaties have me sklonked up tighter than a synthetic zanoit sterilizer bed compressor tube enlarger on garbage day.
Action:	
Timing:	AUG 02 2013

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ADVENTURE TIME

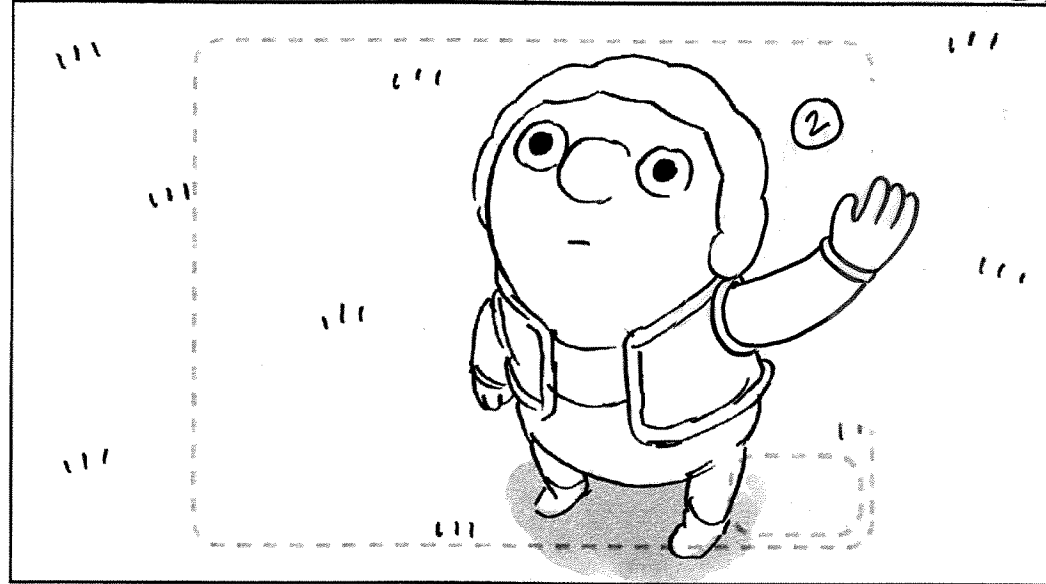


Sc. 73

Pnl. A

Bg.

day night

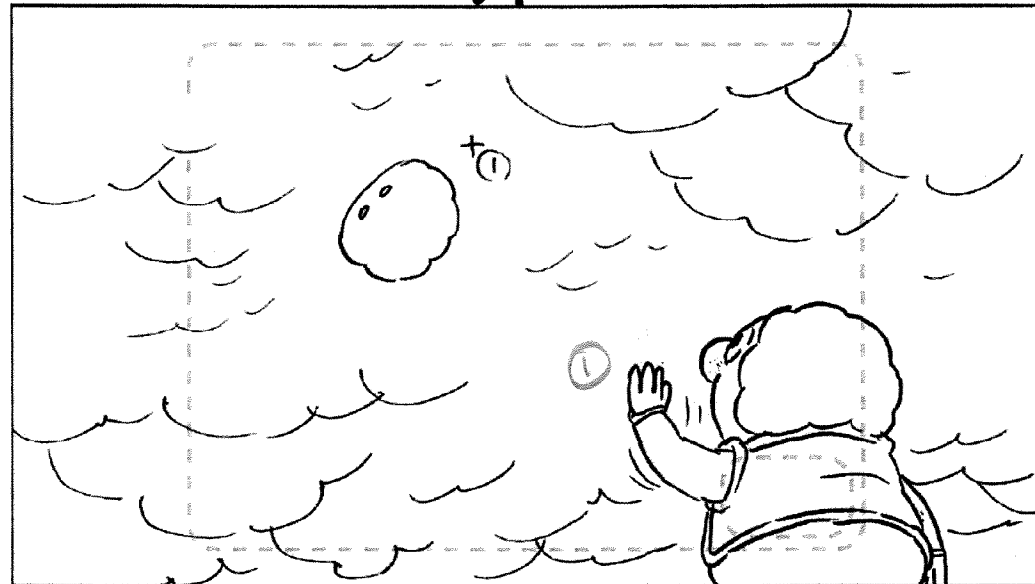


Sc. 74

Pnl. A

Bg.

Page 73
day night



Dialog:

Action:

☆ NIGHT ☆
- LH waves to phlannel

Timing:



- ship recedes
- LH waves goodbye

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ADVENTURE TIME



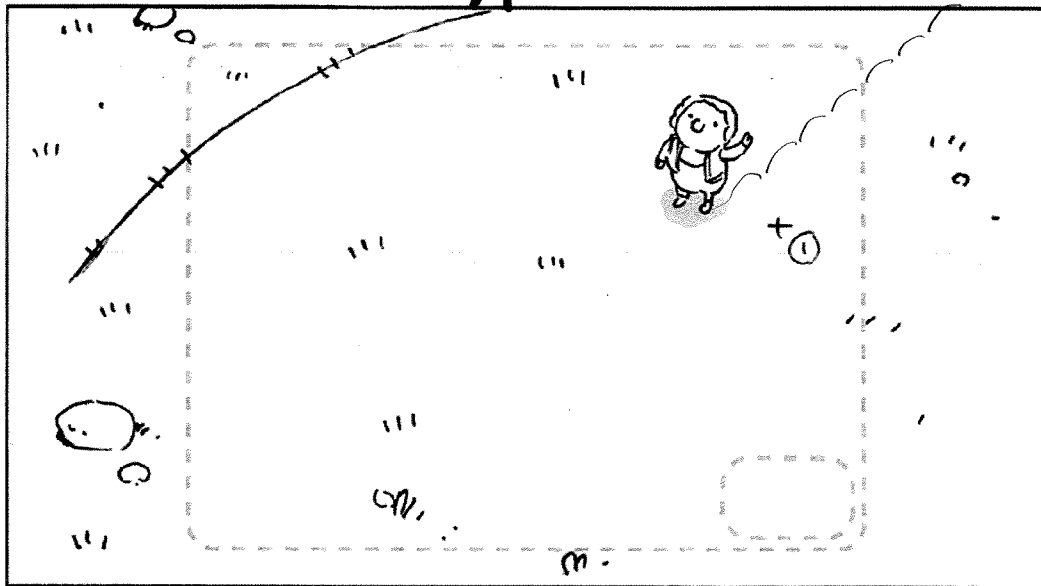
Page **74**
74A NEW

Sc. **75**

Pnl. **A**

Bg.

day night

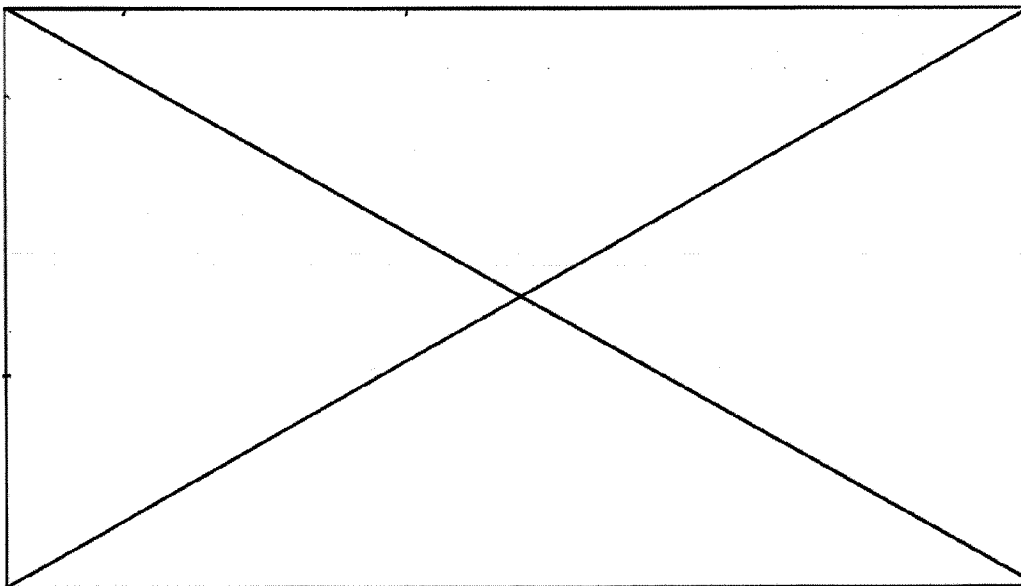


Sc.

Pnl.

Bg.

day night



Dialog:

Action:



+ ③

- LH WALKS ON SC.

AUG 0 2 2013

Timing:

EPISODE #

Production :

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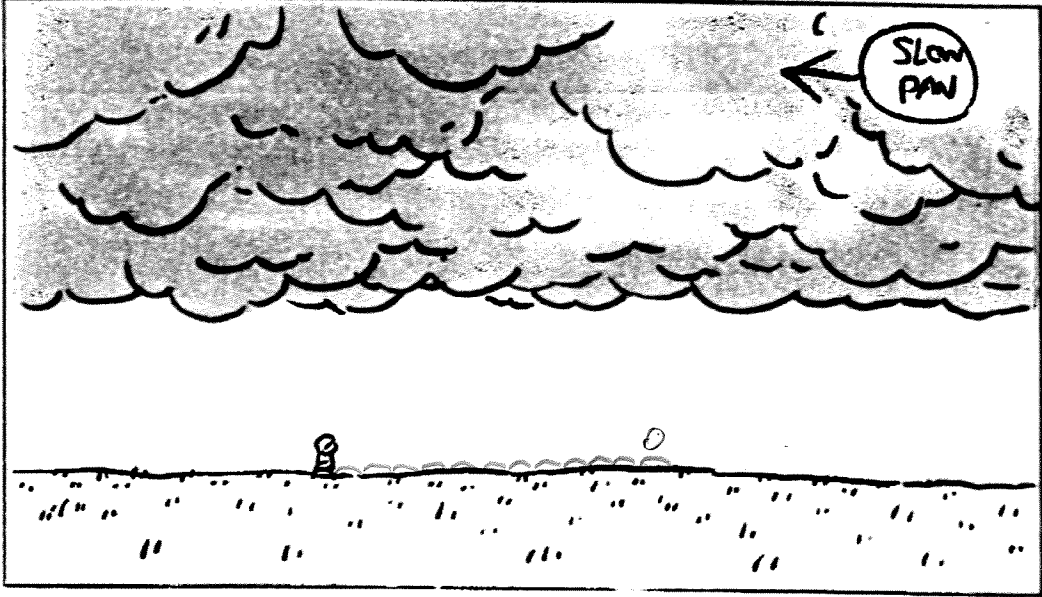
NEW

ADVENTURE TIME

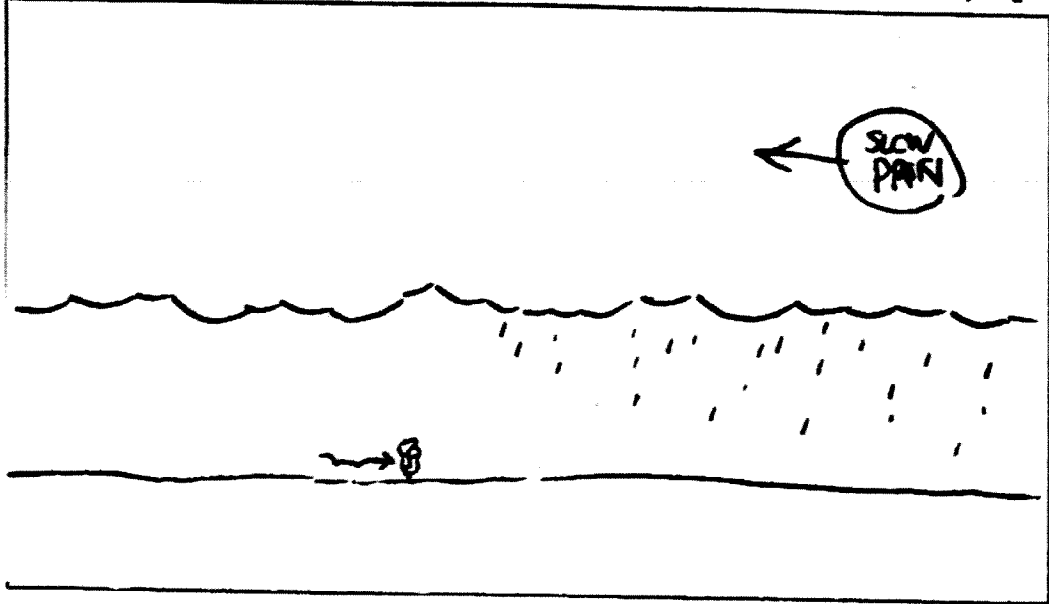


Page 74A
74B NEW
day night

Sc. 7SA Pnl. A Bg. day night



Sc. 7SA cont Pnl. B Bg.



Dialog:	SFX: * DRIZZLING *
Action:	- LH WALKS ACROSS FIELD. - MULTIPLE LAYERS OF CLOUDS SLOWLY PAN LEFT - STARTS RAINING ON LH
Timing:	AUG 0 2 2013

EPISODE #
Production :

1014/157

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ADVENTURE TIME



Sc. 75A cont Pnl. C Bg. day night

Sc. 75A cont Pnl. D Bg. day night

Dialog:
Sfx: * RAIN INCREASES
Action:
- FULL DOWNPOUR.
Timing:
AUG 0 2 2013

EPISODE #

Production :

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ADVENTURE TIME



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75 NEW
day night

Sc. 76

Pnl. A

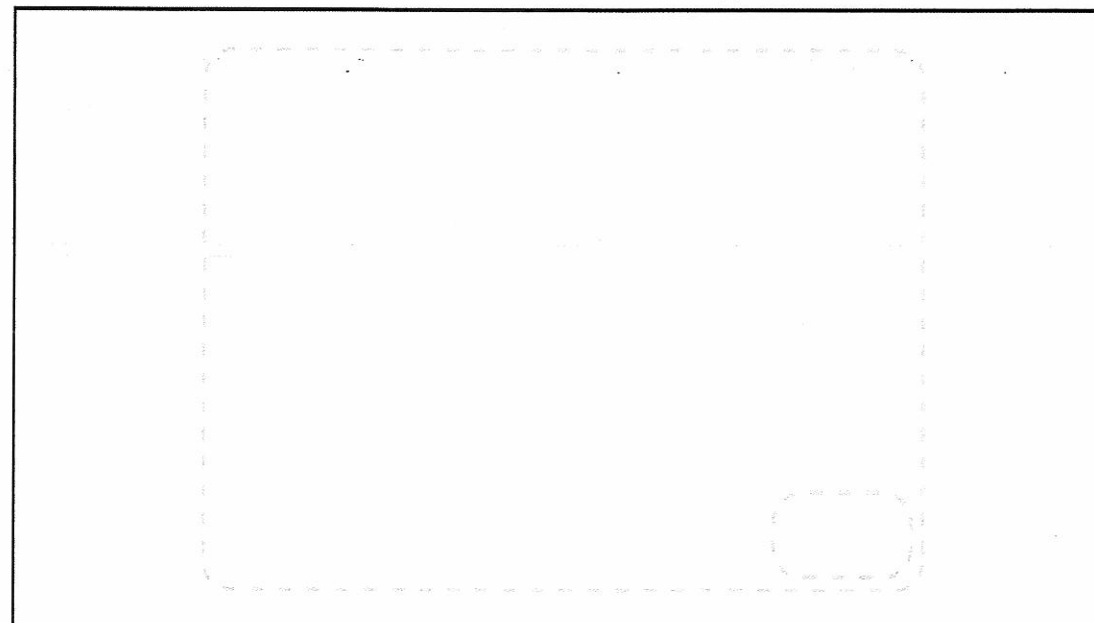
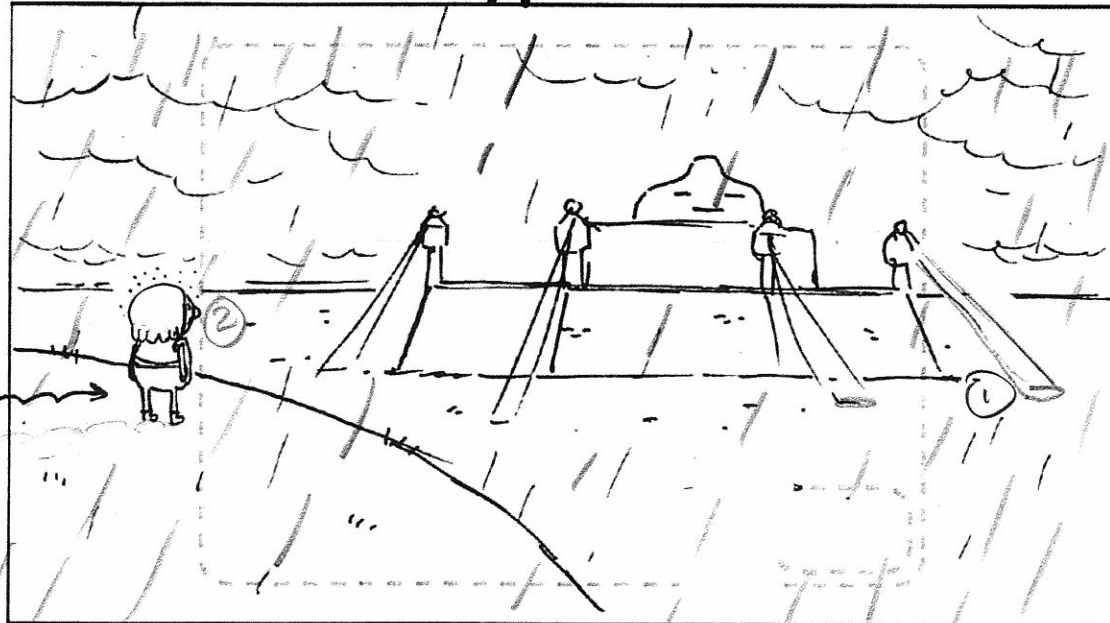
Bg.

day night

Sc.

Pnl.

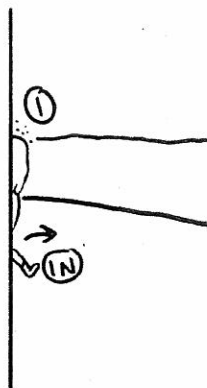
Bg.



Dialog:

Action:

Timing:



AUG 02 2013

Production :

EPISODE #

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1014/157

1014/157

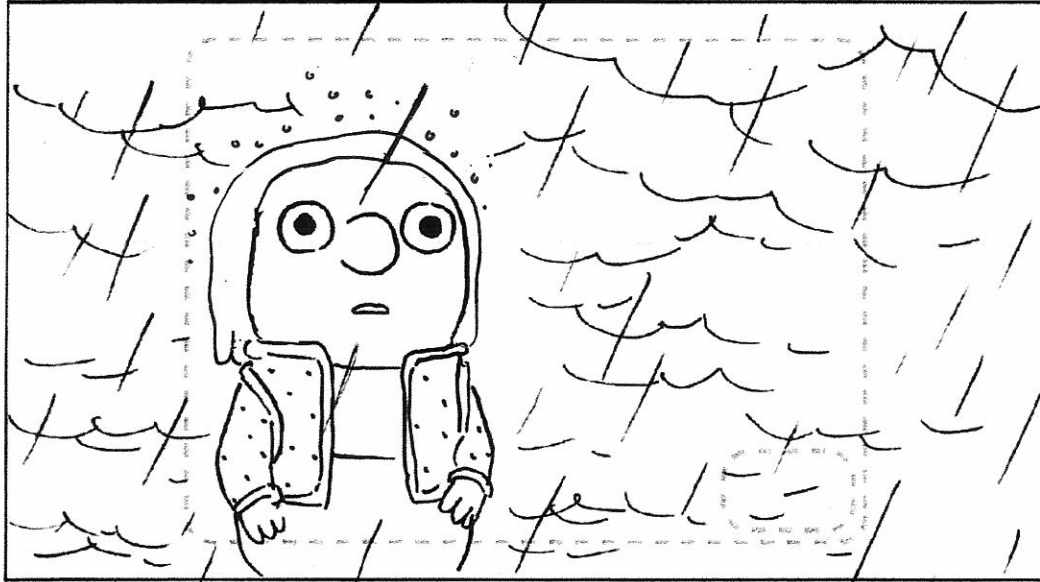
ADVENTURE TIME



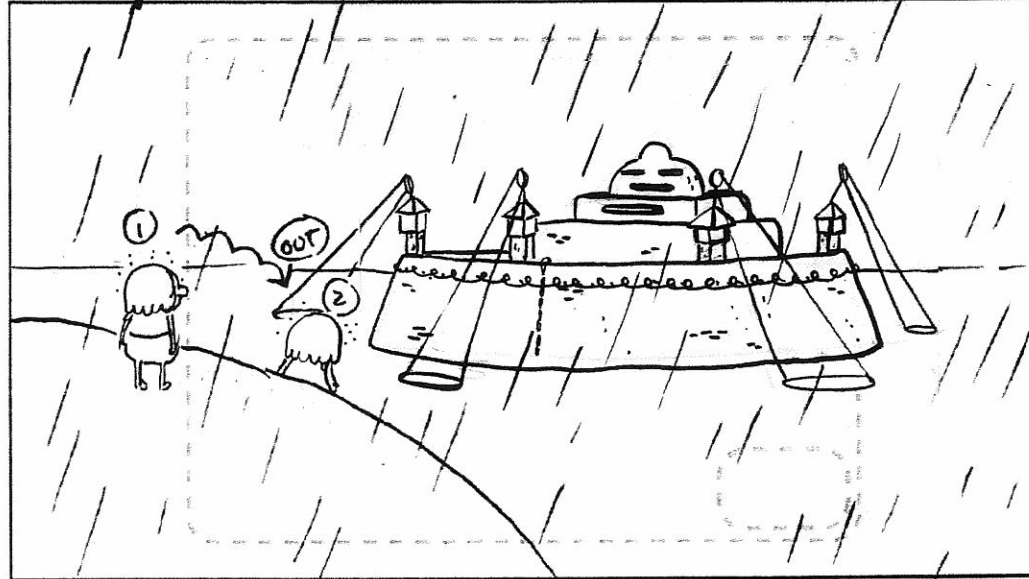
REVISED
08/05/13

Page **75**

Sc. **77** Pnl. **A** Bg. day night



Sc. **78** Pnl. **A** Bg. day night



Dialog: (LH:) ♪ Lemonhope's family
Held in Lemongrab's lair, ♪

♪ saving them will save me,
but I'm pretty scared. ♪

Action:

- LH WALKS DOWN HILL OFF/S.

Timing:

NOV 02 2013

EPISODE #

Production :

1014-157

1014/157

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ADVENTURE TIME



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08/05/13

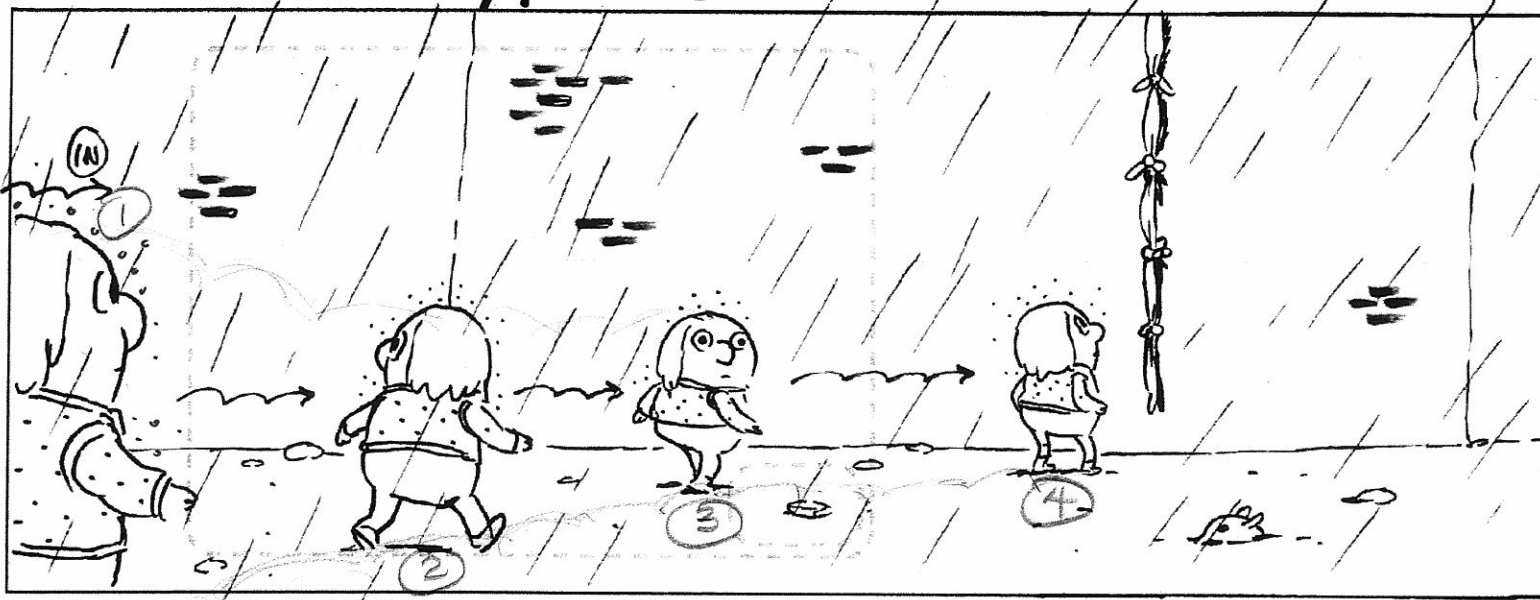
Page 76

Sc. 79

Pnl. A

Bg.

day night



Dialog:

Action: - LH cautiously approaches rope

AUG 02 2013

Timing:

EPISODE #

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1014/157

ADVENTURE TIME



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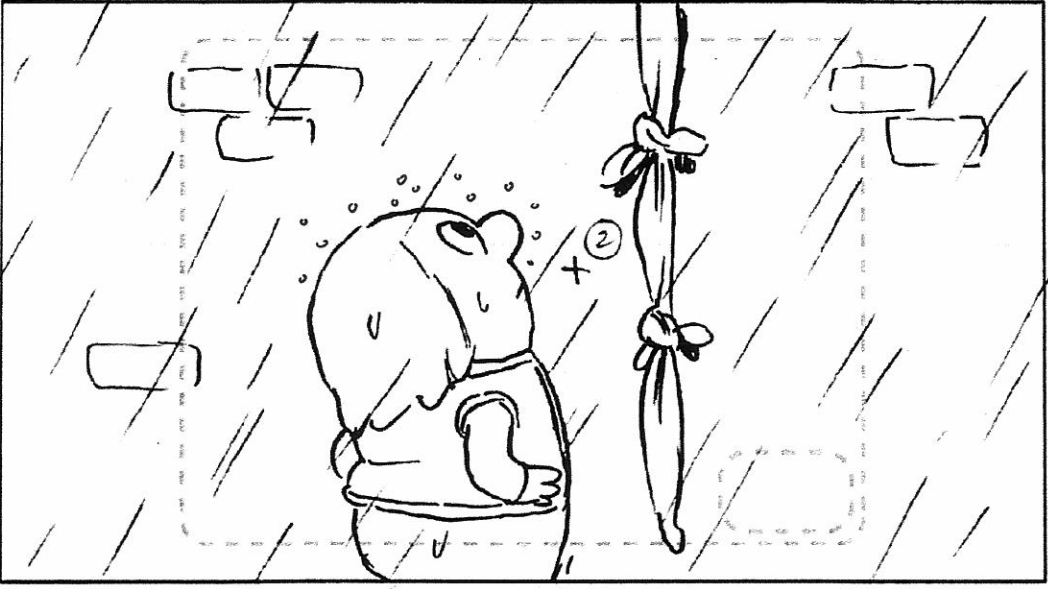
Sc. 79A

Pnl.

A

Bg.

day night



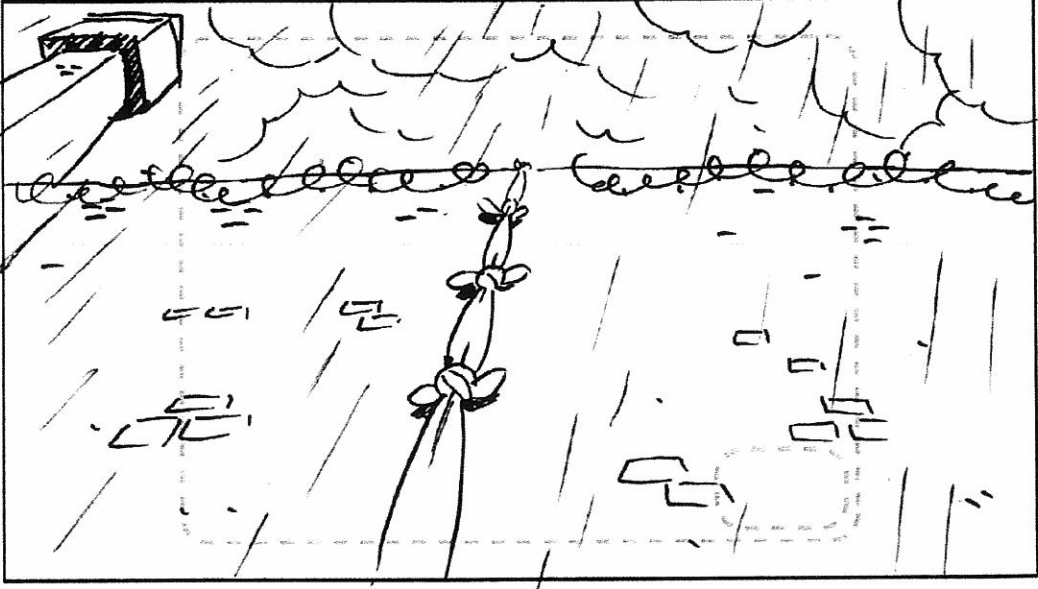
Sc. 79B

Pnl.

A

Bg.

day night



Dialog:

- BEAT -

Action:

- LH LOOKS UP.

Timing:



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ADVENTURE TIME



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Sc. **80**

Pnl. **A**

Bg.

day night

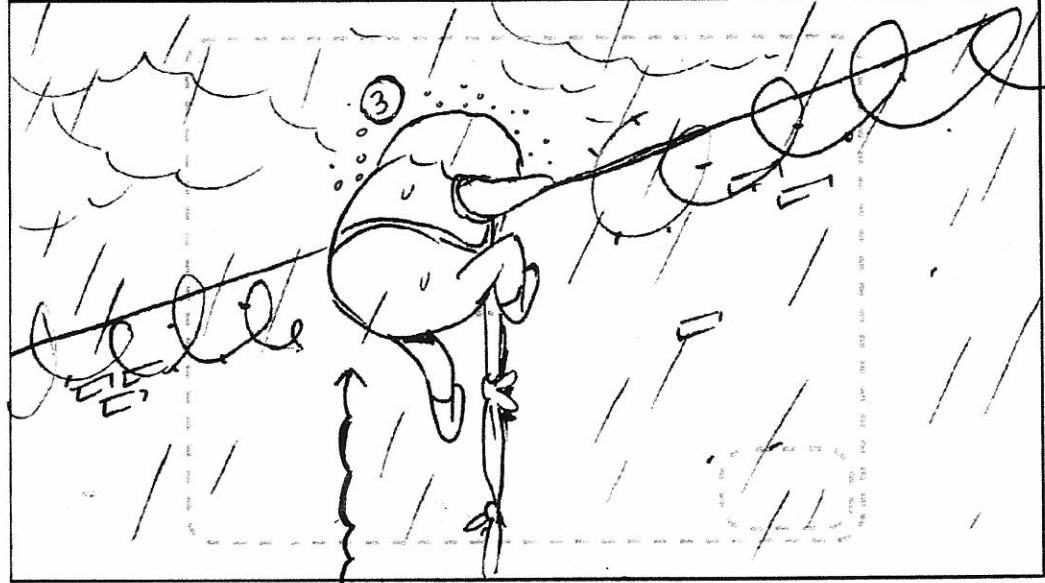


Sc. **81**

Pnl. **A**

Bg.

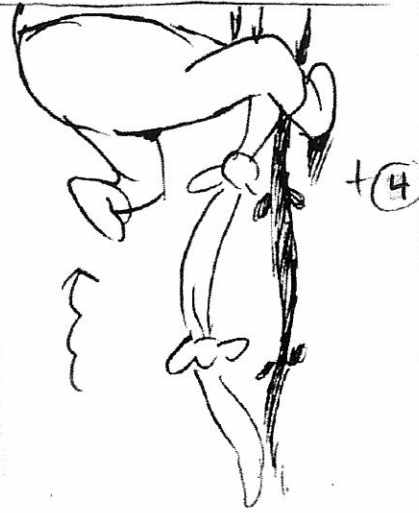
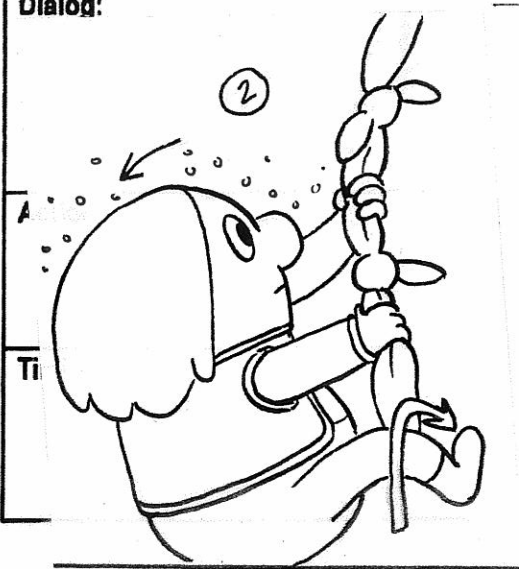
day night



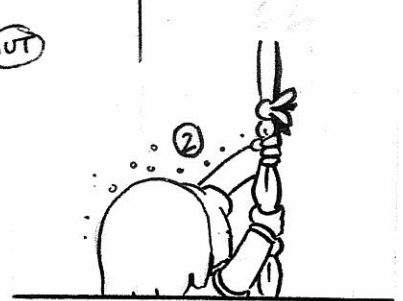
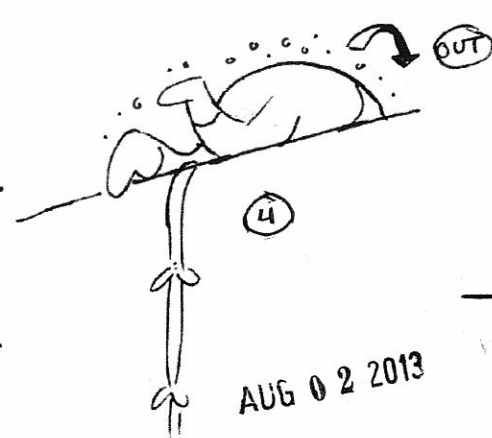
EPISODE #

1014/157

Dialog:



G
GOD
TIME
over



action

1014/157

1014/157

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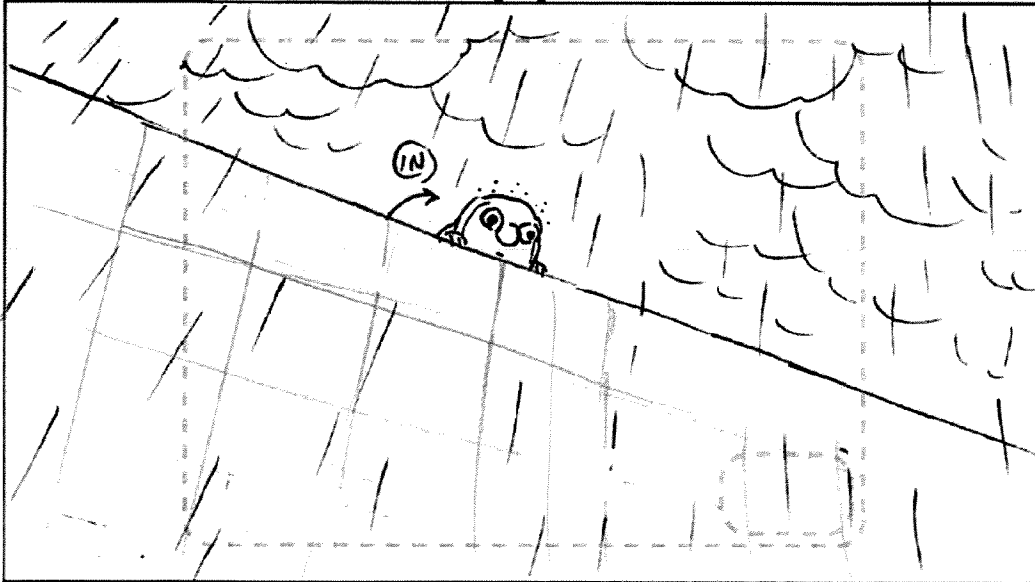
1014/157

ADVENTURE TIME



NO SC 83

Sc. **82** Pnl. **A** Bg. day night



Sc. **82** Pnl. **B** Bg. day night



HU
Cut

② Lazer BEAM

EPISODE #

1014/157

Dialog:	Diag. truck out
Action:	stop
Timing:	AUG 02 2013 WALKING LEMON mutant -TRUCK OUT TO INCLUDE LEMON MUTANTS. BI

Production :

1014/157

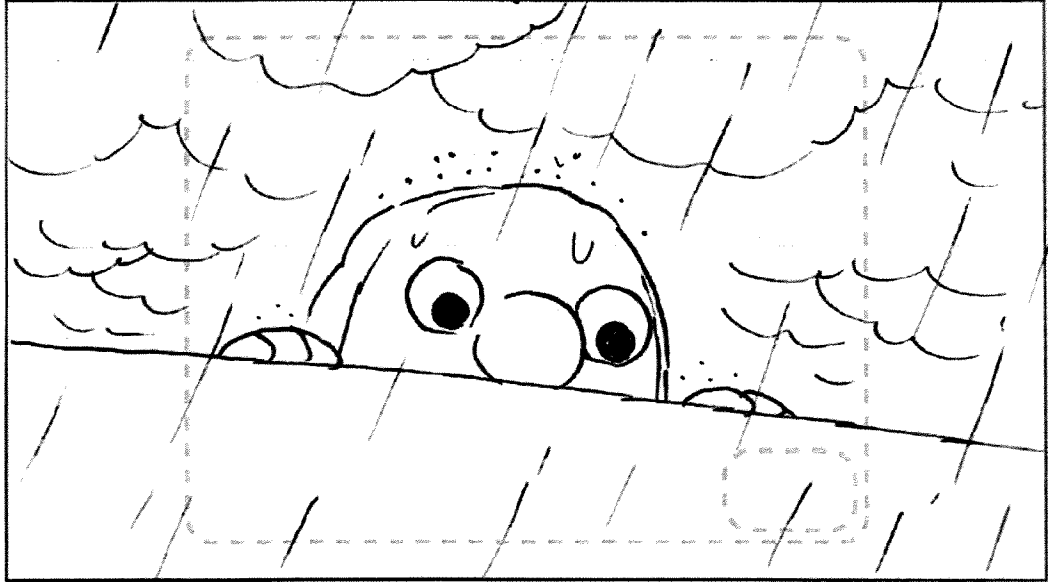
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1014/157

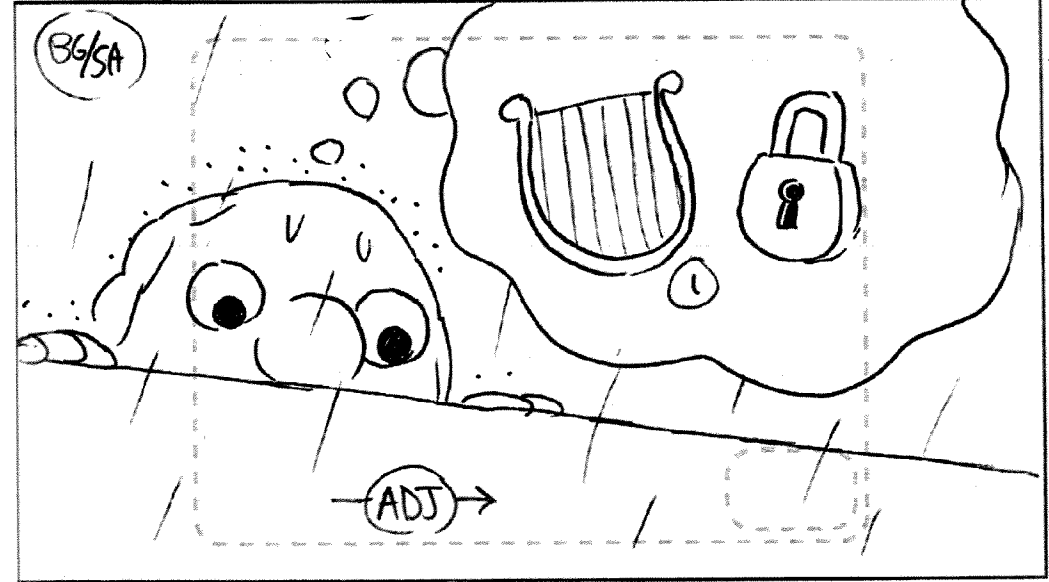
ADVENTURE TIME



Sc. **84** Pnl. **A** Bg. day night



Sc. **84 cont** Pnl. **B** Bg. day night



Dialog:	LH: HMM...	
Action		
Timing		

EPISODE #

Production :

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1014/157

ADVENTURE TIME

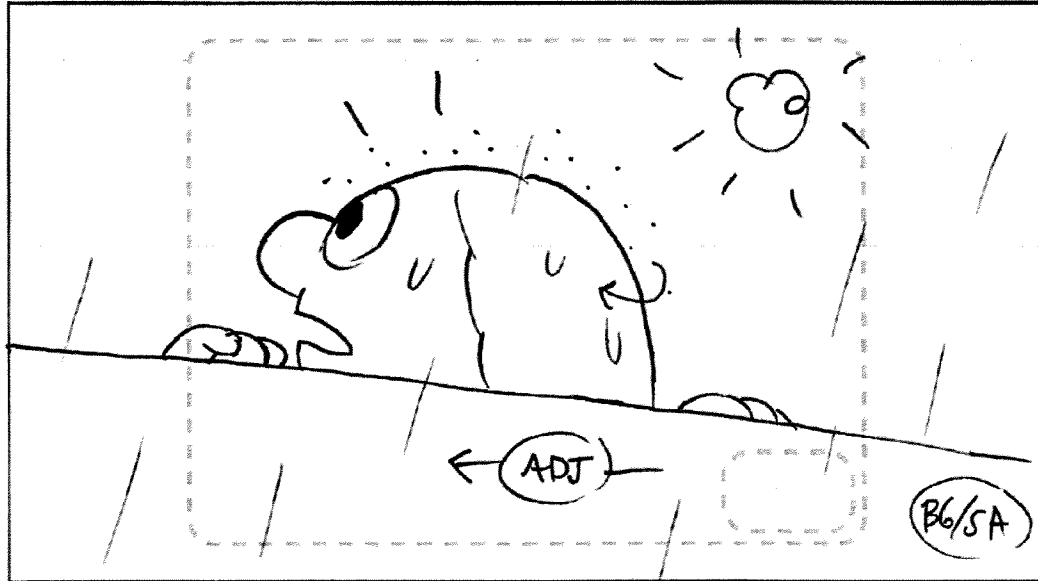


1/10 GUT

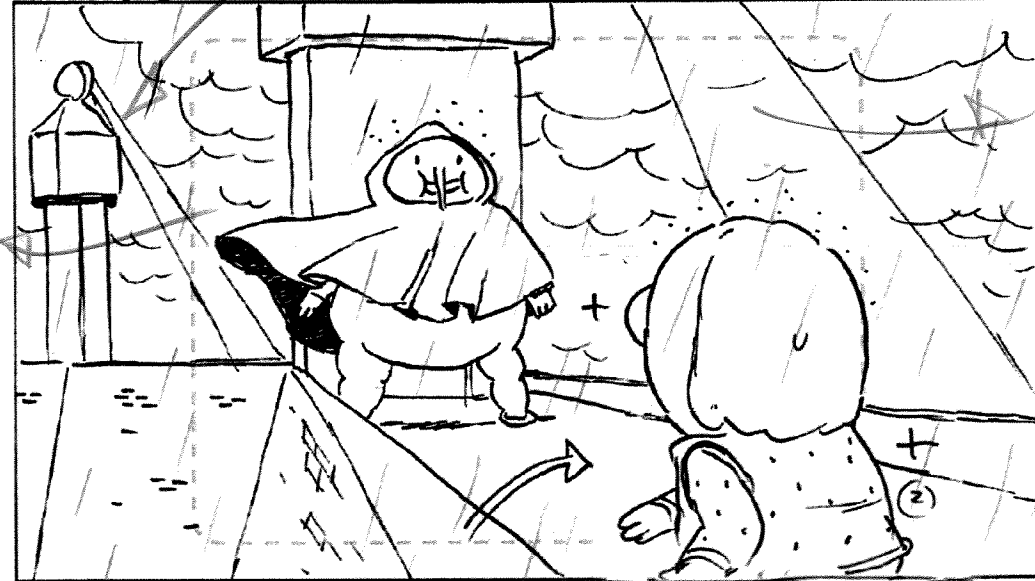
#2 BL Lazer Beam Sweep Left

Page 81

Sc. 84 cont Pnl. C Bg.



Sc. 85 Pnl. A Bg.



#1 BL Lazer Beam Sweep Right OS

1014-15

EPISODE #

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Dialog: LEMONBLACK (O.S.) LOOKING FOR SOMETHING!?
(talking loud cuz his ears are blocked)
LH: *GASP*

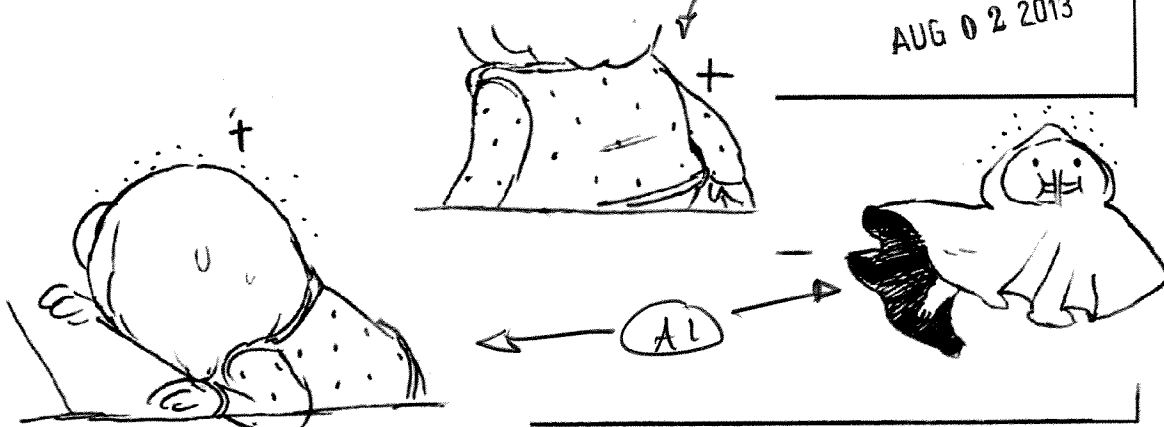
Action:

Timing:

(LB:) WELL YOU FOUND ME! FAT LEMONGRAB!

A2

AUG 02 2013



Production :

1014/157

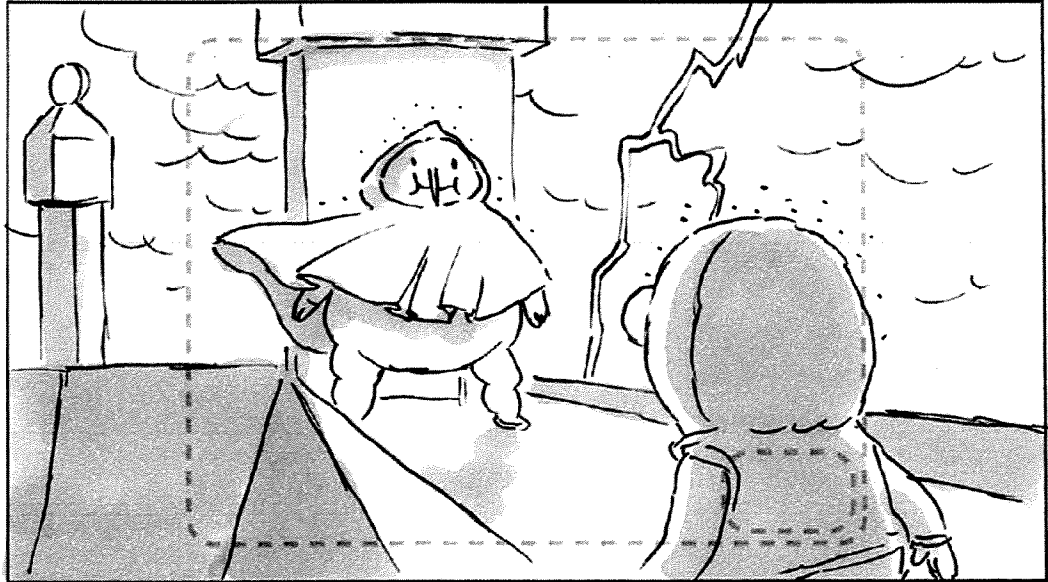
1014/157

ADVENTURE TIME

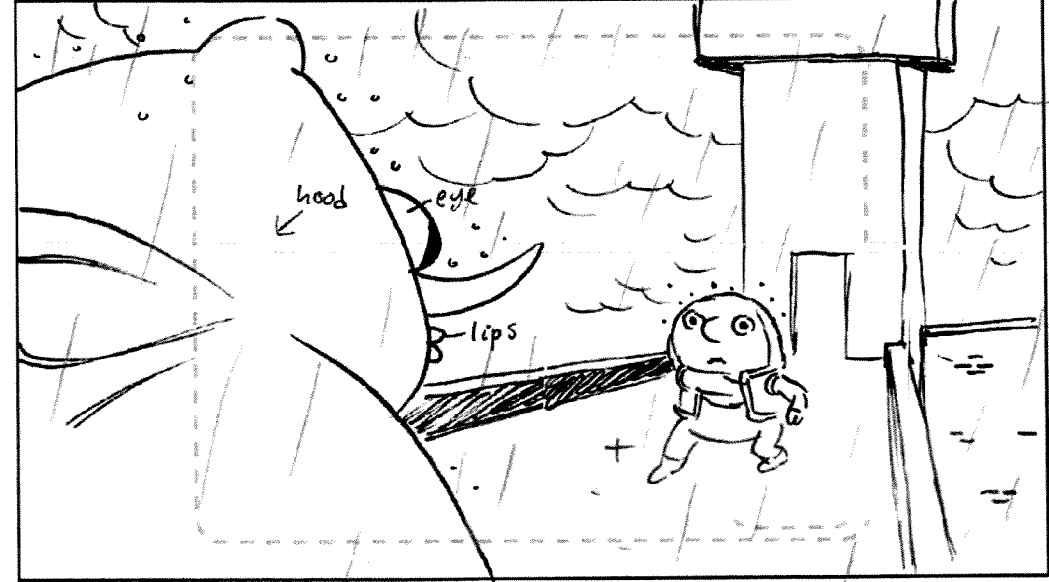


Page 82

Sc. 85 cont Pnl. B Bg. day night



Sc. 86 Pnl. A Bg. day night



Dialog:
LIGHTNING: CRACKOW!!
SEX

Action:
- LH cautiously steps back
and reaches for his
weapon slowly

Timing:

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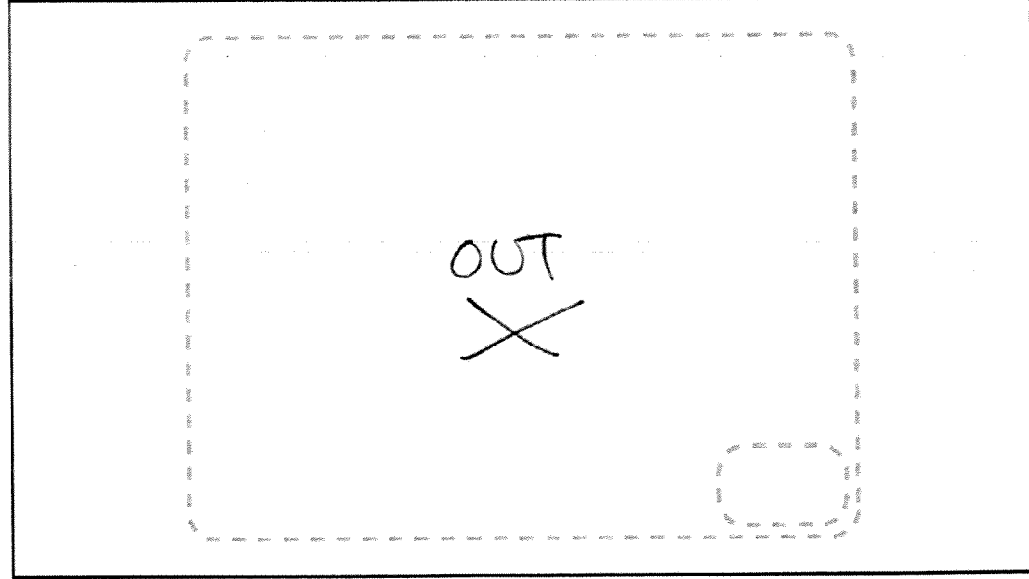
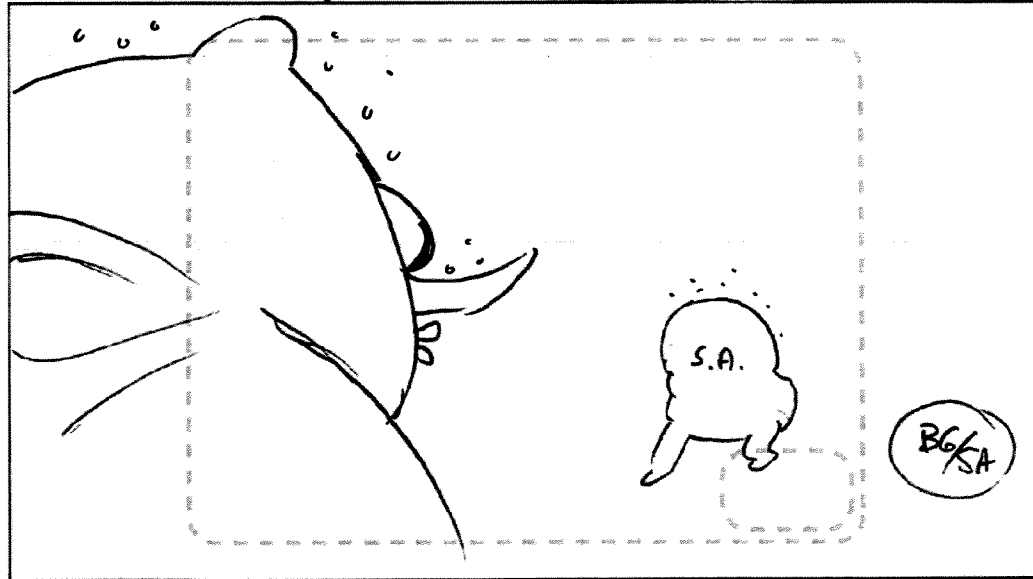
ADVENTURE TIME



HO
CUT

Page **83**

Sc. **06 cont** Pnl. **B** Bg. day night Sc. Pnl. Bg. day night



Dialog: **LB** OHHHH... WHAT'S THAT YOU'VE GOT?!

Action:

Timing:

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Production :

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1014/157

ADVENTURE TIME

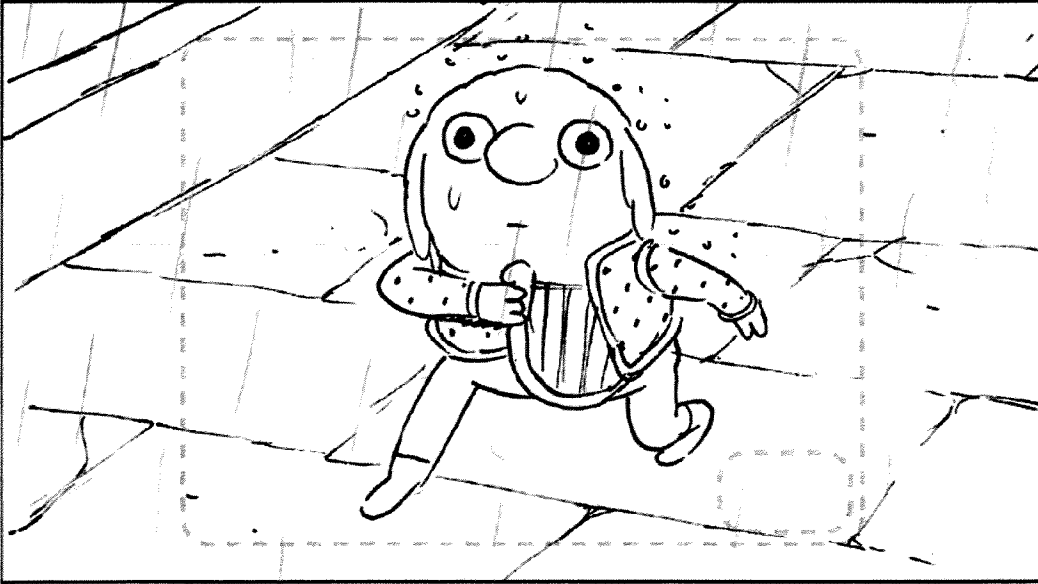


Cut

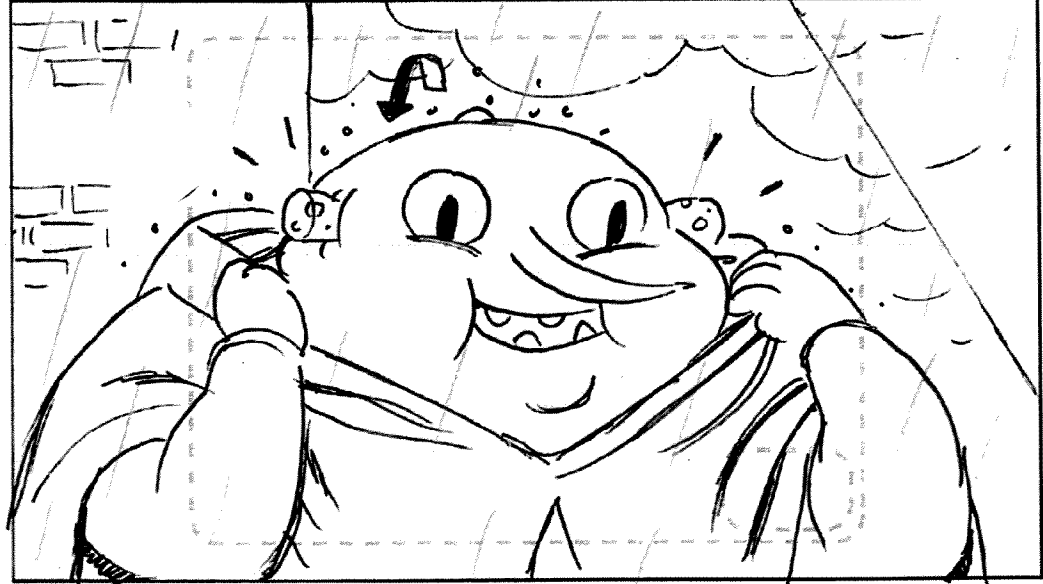
Page **84**

HC
Cut

Sc. **87** Pnl. **A** Bg. day night



Sc. **88** Pnl. **A** Bg. day night

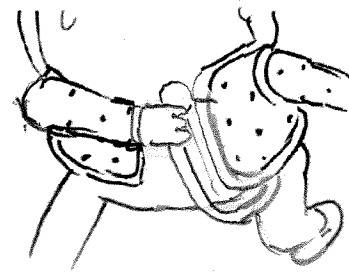


EPISODE #

1014-15

Dialog: **LEMONBLACK:** (OS) AH- YOUR LITTLE HARP!
LB: BUT WHAT'S THIS!?

Action: - pulls harp out very slowly, cautiously (AI)
 Timing: then LB speaks
 - LB pulls back hood



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ADVENTURE TIME



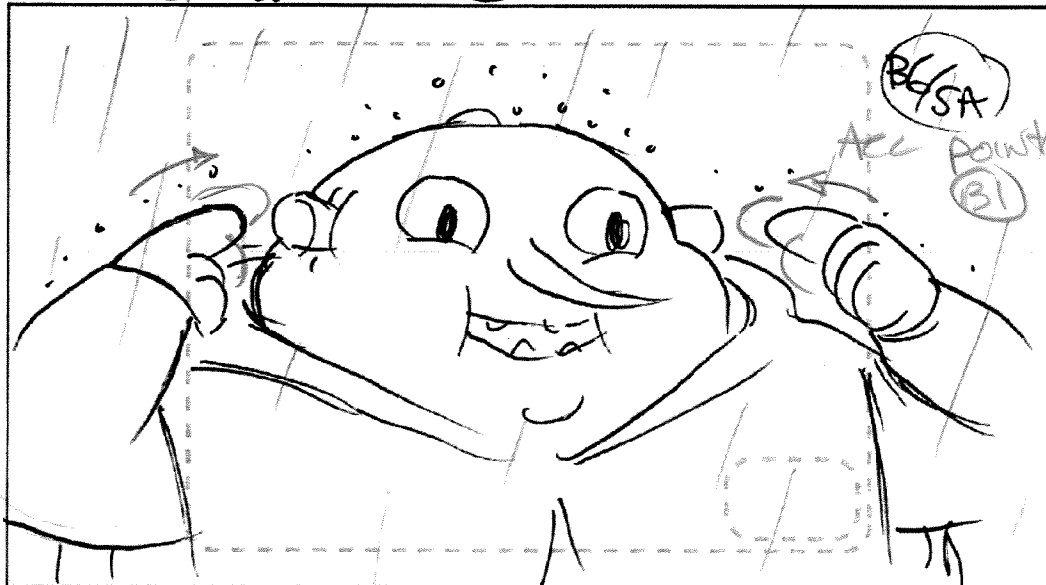
cut
89

Page 85

Sc. 88 cont Pnl. B

Bg.

day night

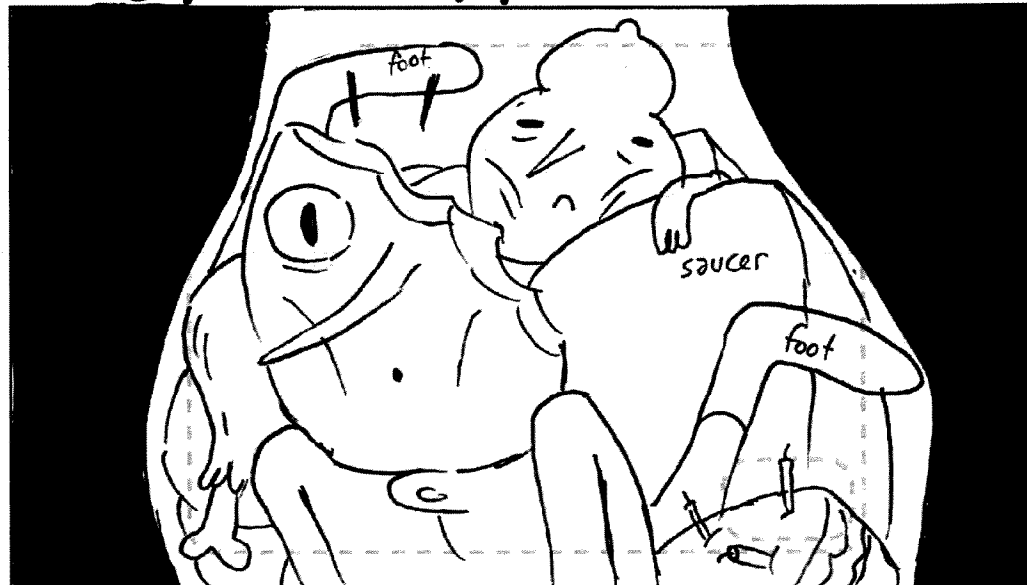


Sc. 89

Pnl. A

Bg.

day night



Dialog:

(LB:) → I'VE GOT THINGS IN MY EARS TONIGHT SO

①② NOW I'M INVINCIBLE

Action:

Timing:

(A)

AUG 02 2013



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Production :

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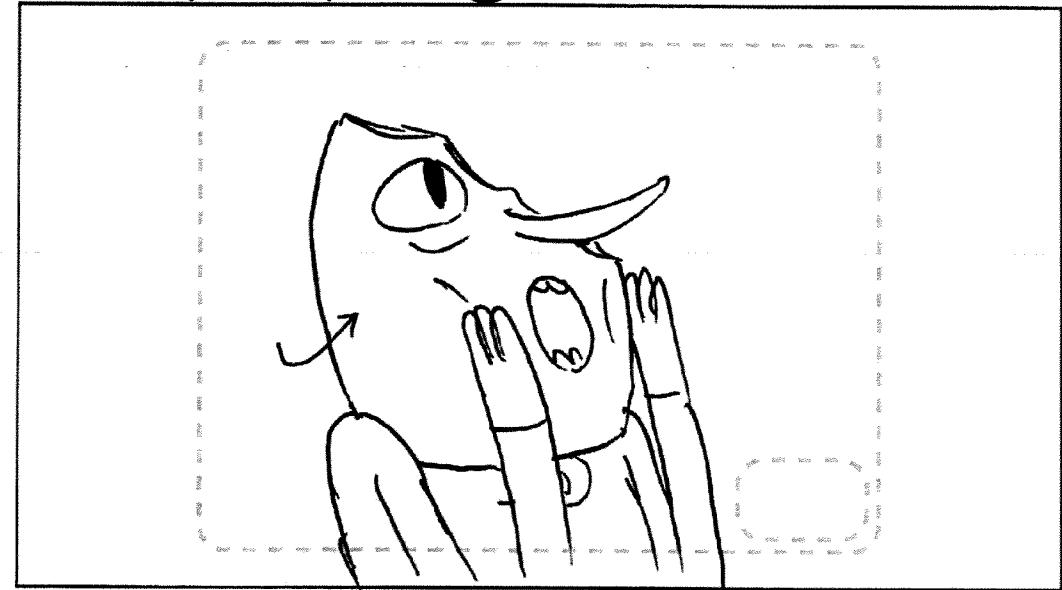
1014/157

ADVENTURE TIME



Sc. **89 cont** Pnl. **B** Bg.

day night



Sc. **90** Pnl. **A** Bg.

day night

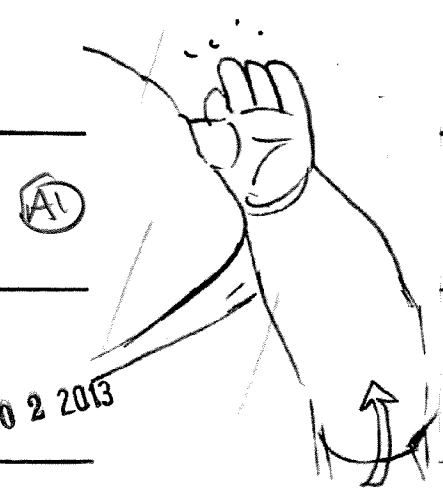


Dialog: (LW:) PLAY IT LEMONHOPE!

(LB) WHAT!? WHAT!?² SPEAK UP CHILD!

Action:

Timing:



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EPISODE #

Production :

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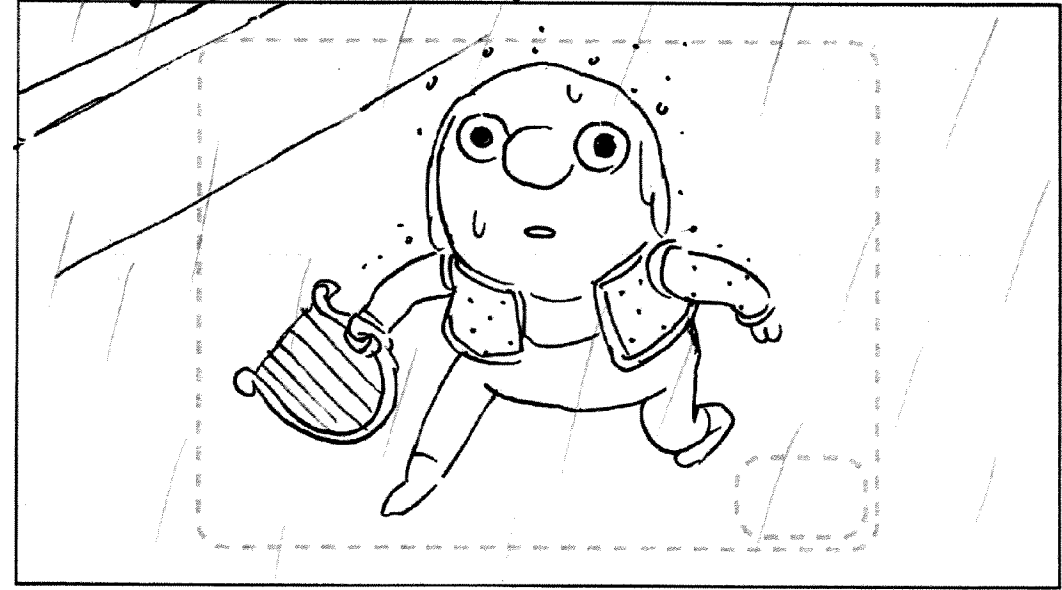
Cut
1014/157
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ADVENTURE TIME



Page **87**

Sc. **91** Pnl. **A** Bg. day night



Sc. **92** Pnl. **A** Bg. day night



Dialog:	<p>(L.HOPE:) I... didn't say anything.</p> <p>LW: THE HARP-HURRY! I'LL TAKE CARE OF THE REST!</p>
Action:	
Timing:	



AUG 02 2013

Cut
1014-157
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24
Production :

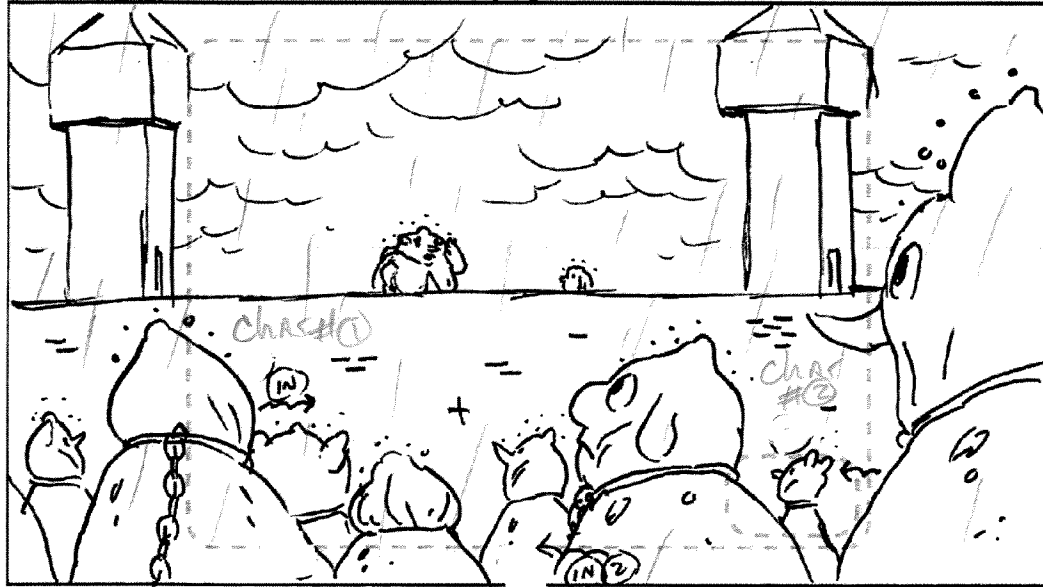
1014/157

ADVENTURE TIME

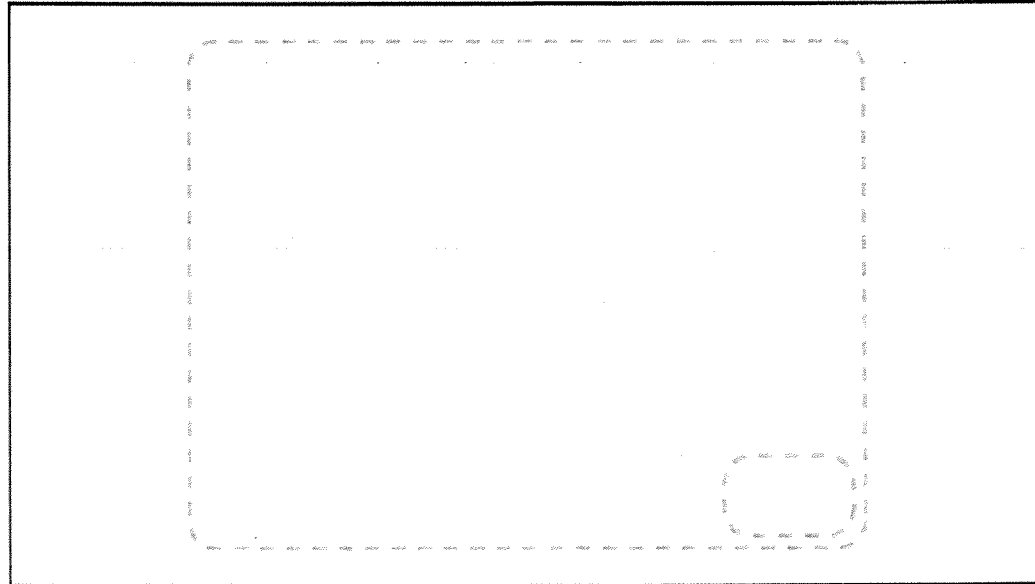


Page **88**

Sc. **9B** Pnl. **A** Bg. day night



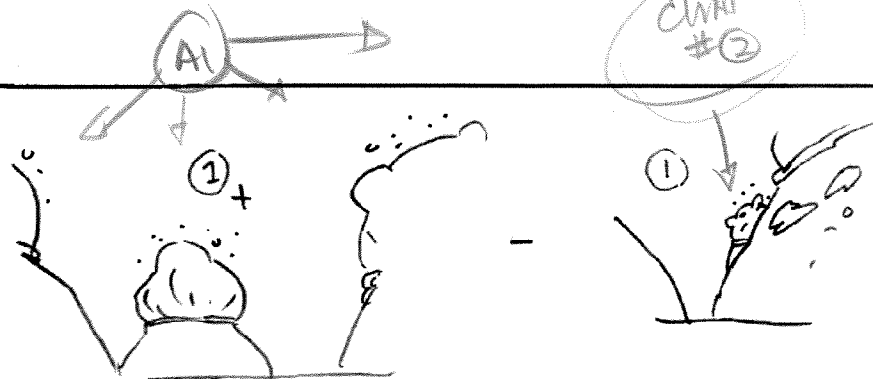
Sc. Pnl. Bg. day night



Dialog:

LB WHAAT!?

Action:



Timing:

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ADVENTURE TIME



Sc. **94** Pnl. **A** Bg. day night



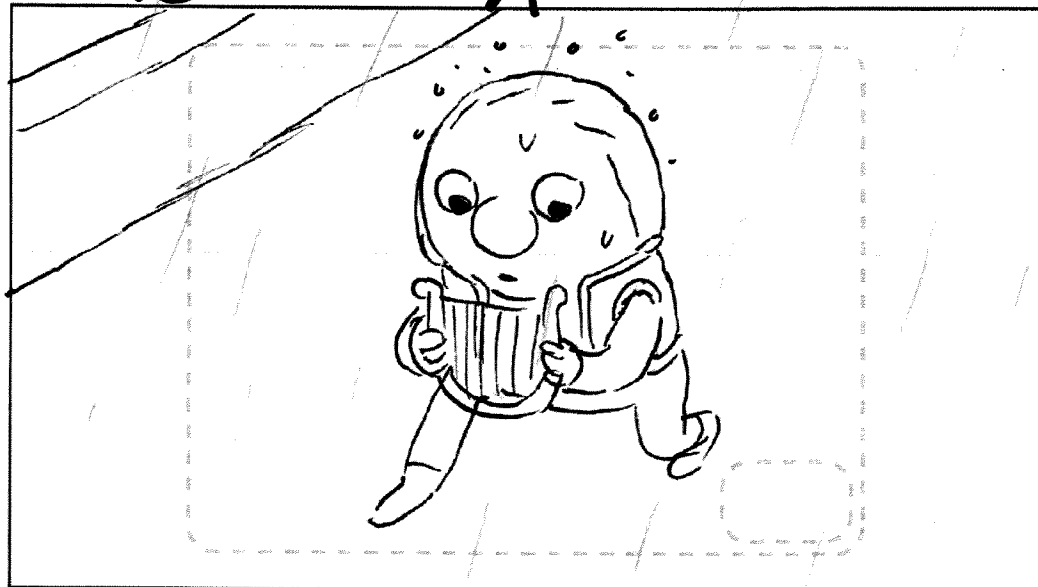
Dialog:
(LW): THE HARP LEMONHOPE-
PLAY IT! PLAY YOUR
HARP!

Action:

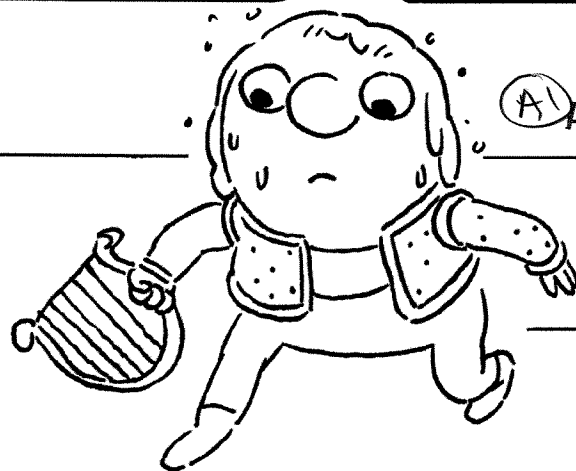
Timing:



Sc. **95** Pnl. **A** Bg. day night



(LHOPE) But...
(L-BLACK) (O.S.) OH! THE HARP! > slight overlap



(A) AUG 02 2013

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Production :

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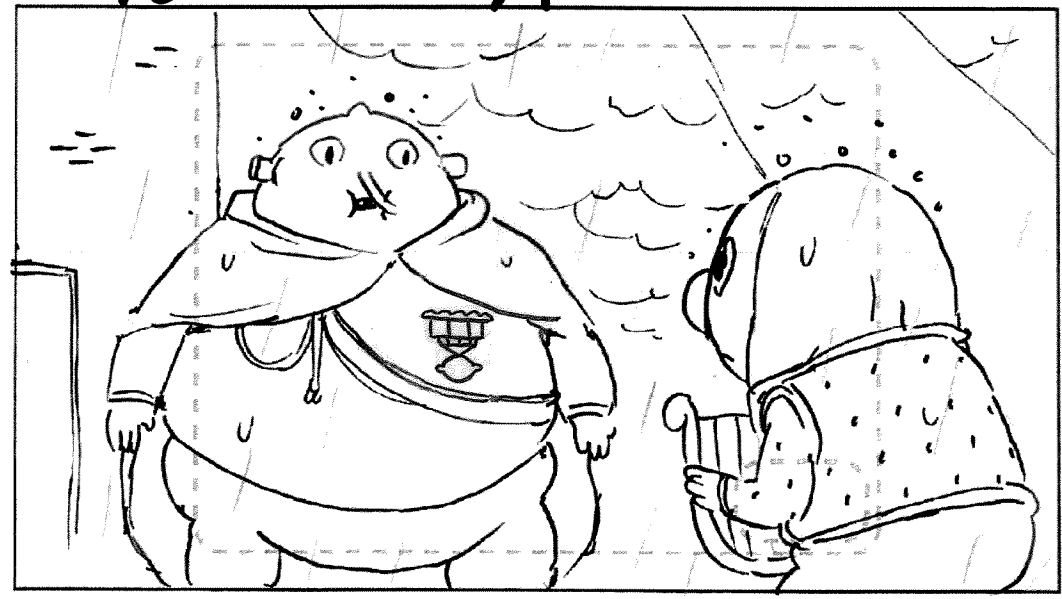
Av
Cut

ADVENTURE TIME

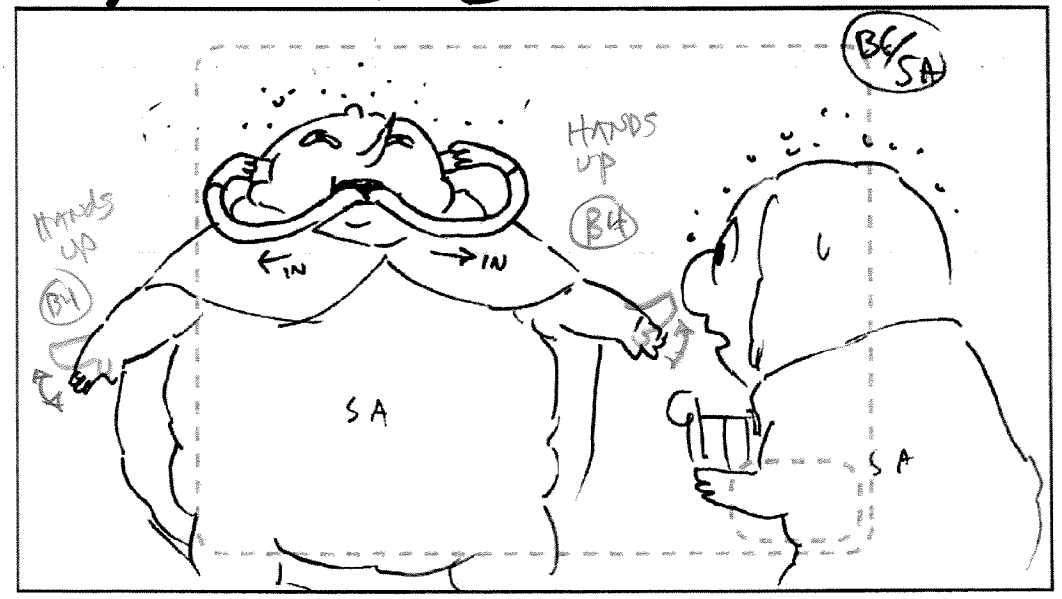


Page **90**

Sc. **96** Pnl. **A** Bg. day night



Sc. **96 cont** Pnl. **B** Bg. day night



Dialog: (LB): Didn't I just explain -
I've got things in my ears n-YURGK!!



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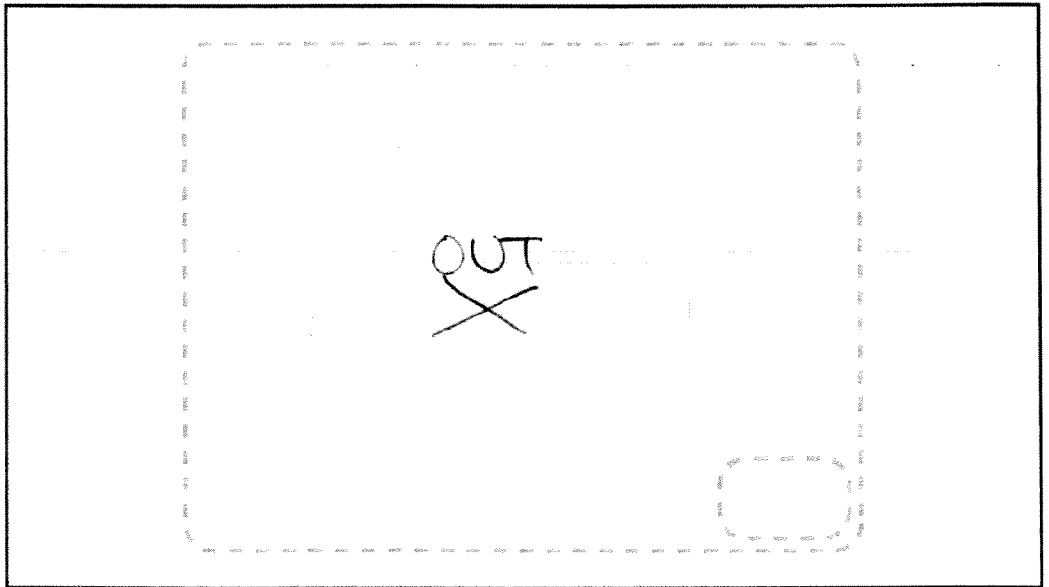
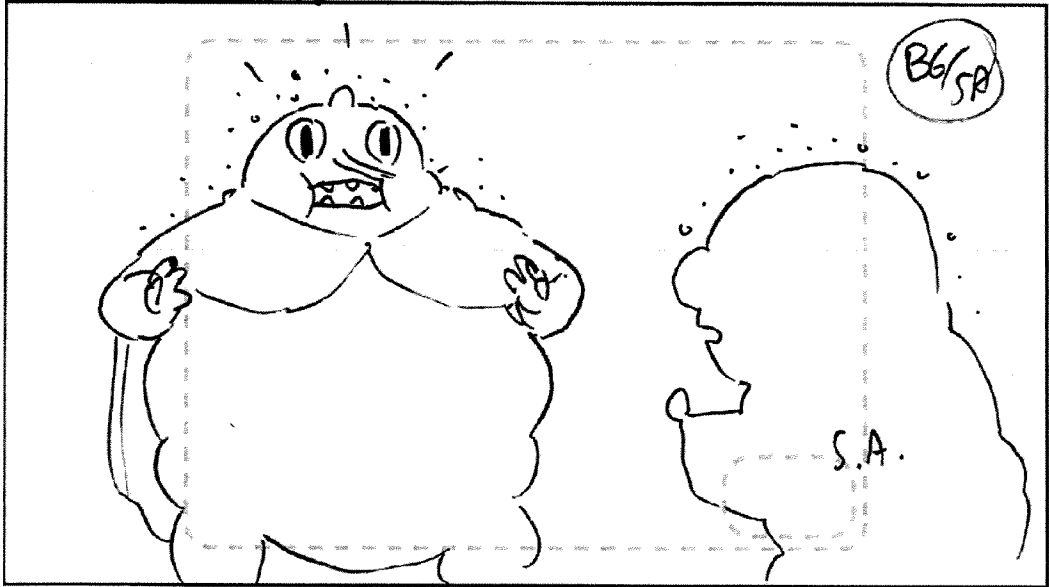
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ADVENTURE TIME



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Sc. 96 CONT Pnl. C Bg. day night Sc. Pnl. Bg. day night



Dialog: LP: M-M-M-MY-MY THINGS!!

Action:

Timing:

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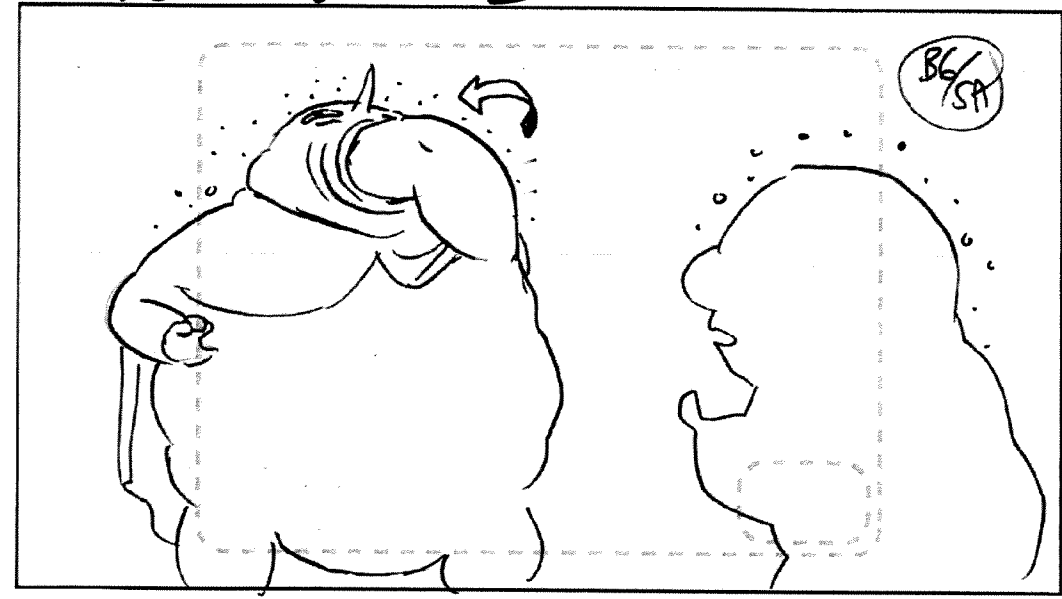
ADVENTURE TIME



Sc. **96 CONT** Pnl. **D**

Bg.

day night

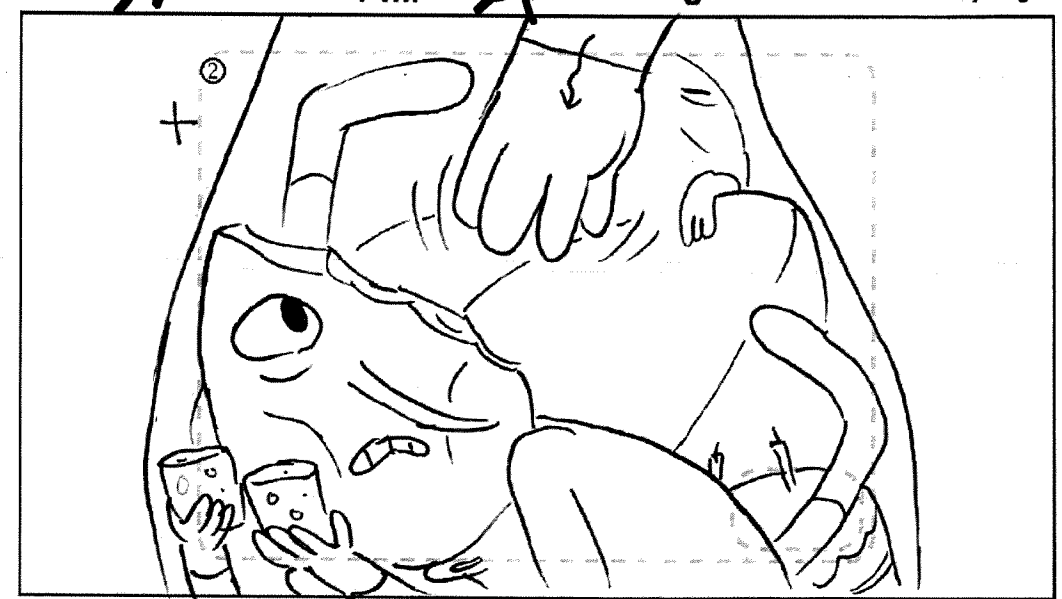


Sc. **97**

Pnl. **A**

Bg.

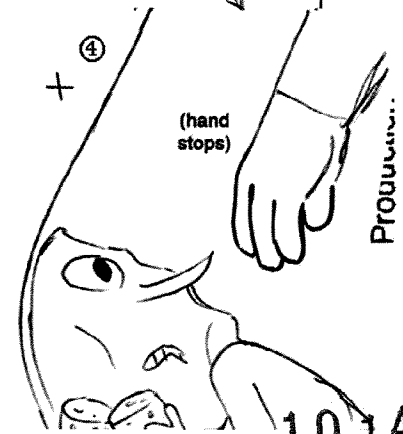
day night



Dialog: **(LB): * muffled cursing/yelling *** → **(LW) [NERVOUS NOISES]**

Action: **-LB reaches into stomach, trying to get corks back**

Timing:



AUG 02 2013

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EPISODE #

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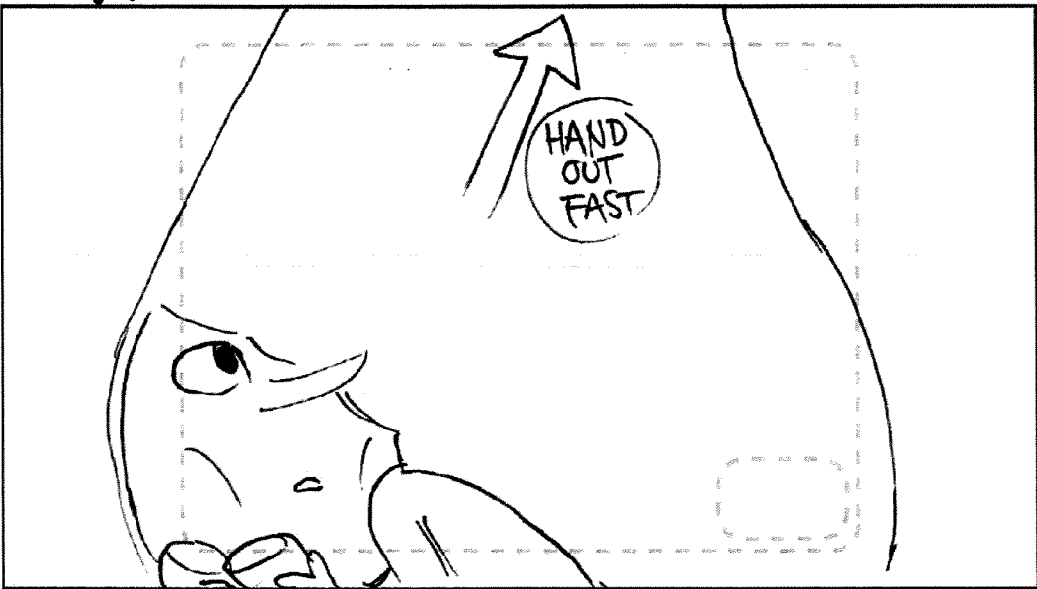
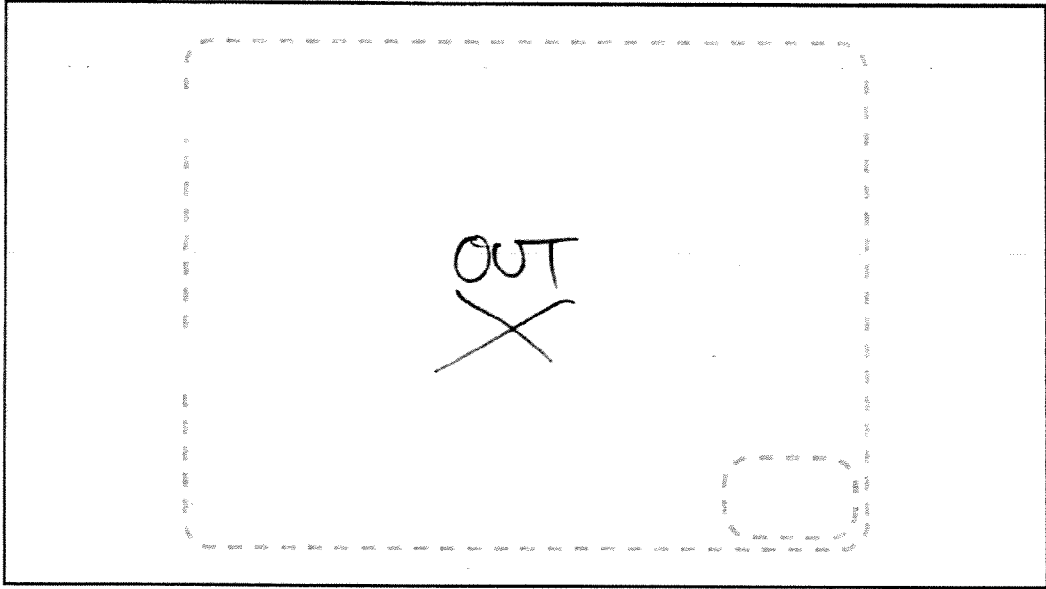
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ADVENTURE TIME



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Sc. Pnl. Bg. day night Sc. **97 cont** Pnl. **B** Bg. day night



Dialog:	(LB) (O.S.) * muffled scream → into → regular yelp *
Action:	- LB's arm is yanked quickly out of stomach
Timing:	AUG 02 2013

Cut

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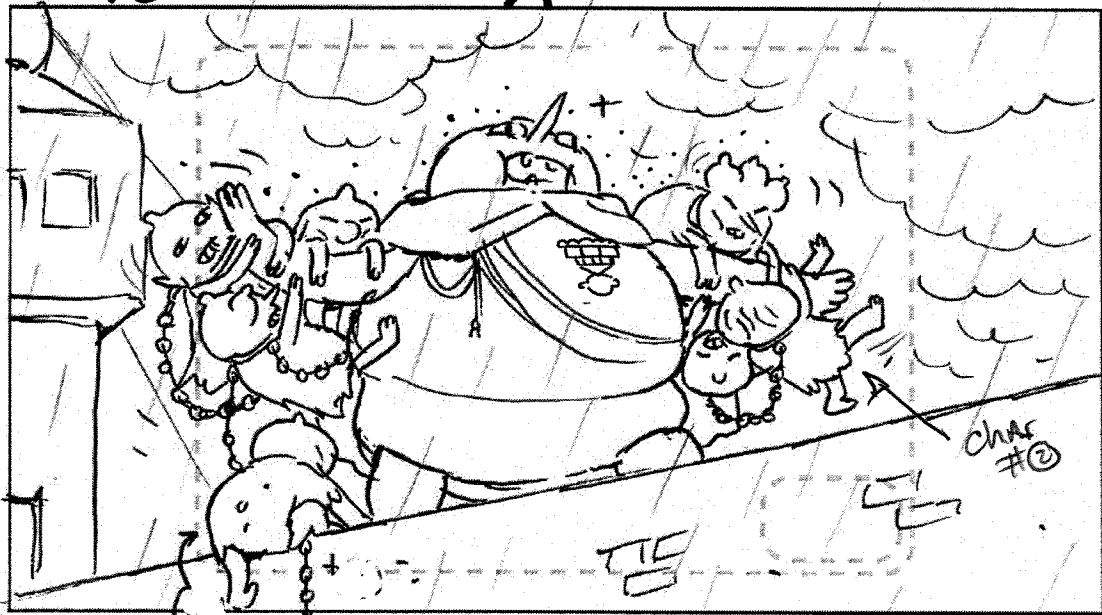
1014/157

1014/157

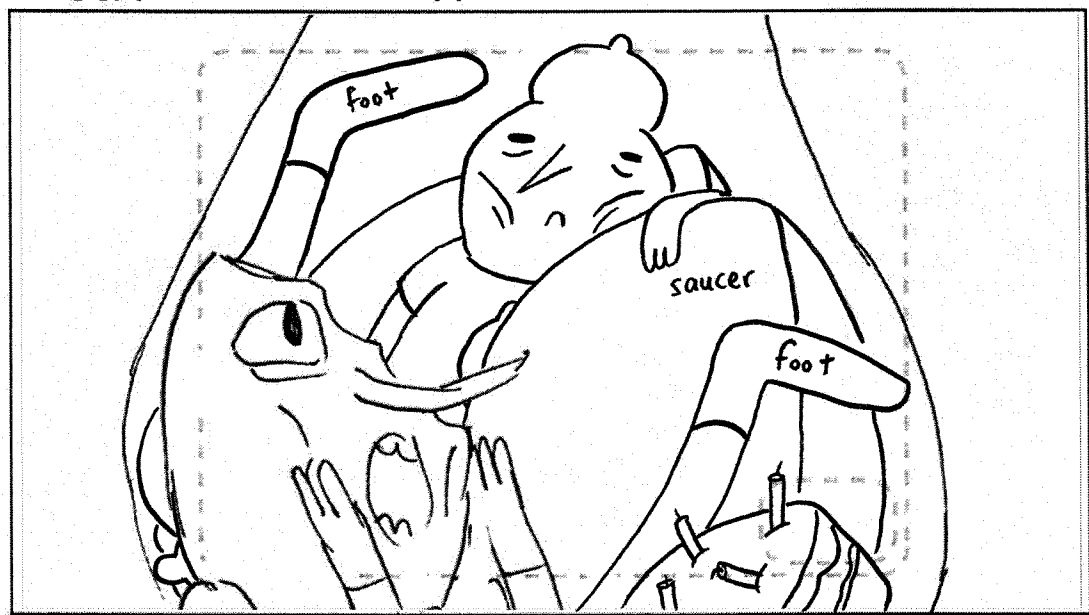
ADVENTURE TIME



Sc. 98 Pnl. A Bg. day night



Sc. 98A Pnl. A Bg. day night



Dialog: (LB:) ARRGH!
LEMMIE GO! LEMME GO!

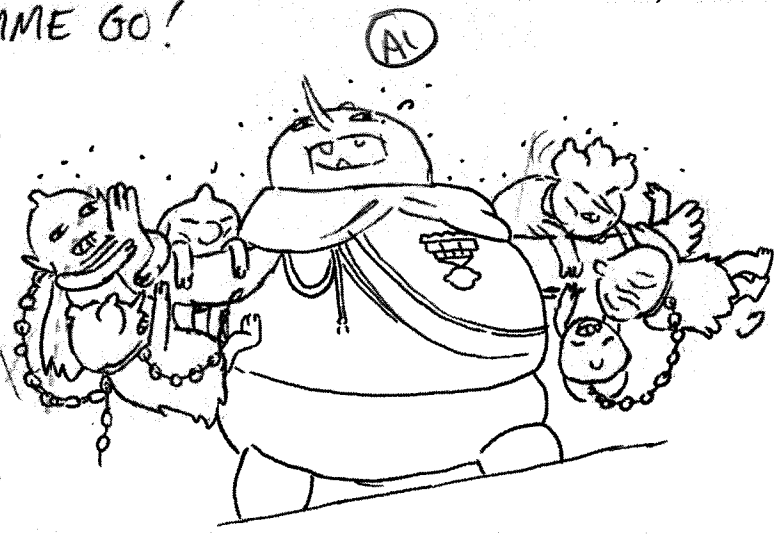
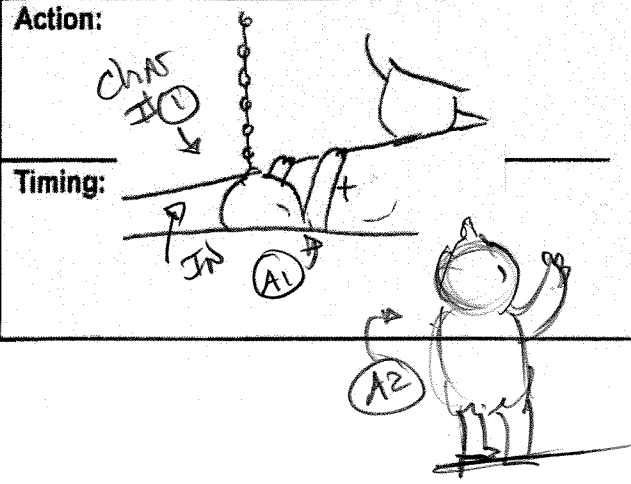
LEMON MUTANTS: (STRUGGLING)

Action:

Timing:

LW/ THE HARP LEMON HOPE!

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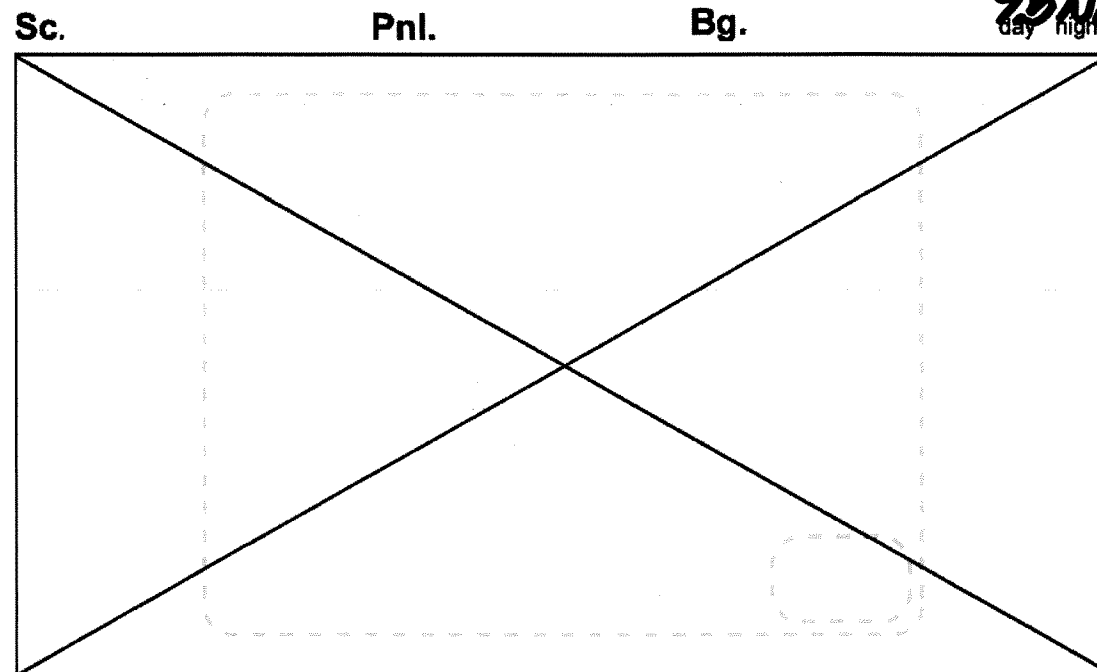
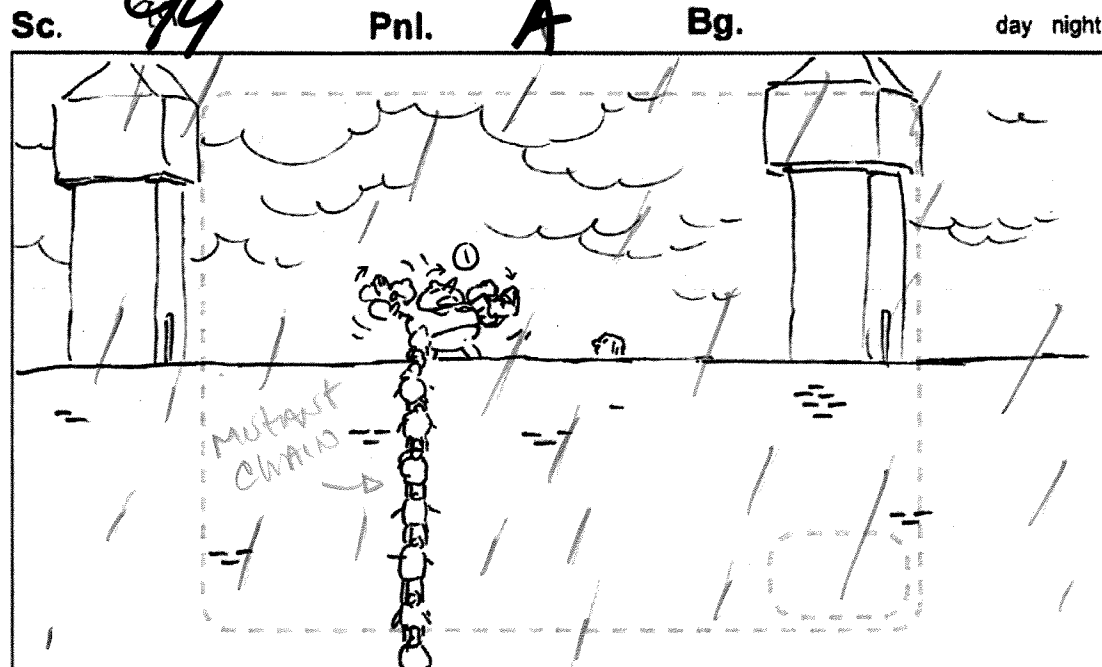
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ADVENTURE TIME



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95 NEXT



LEMONBLACK: *telling walls*
LEMONWHITE (O.S.) The Harp!



Action: -LB struggles
against Lemon people as he
tries to put his arm back into his stomach

Timing:

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ADVENTURE TIME



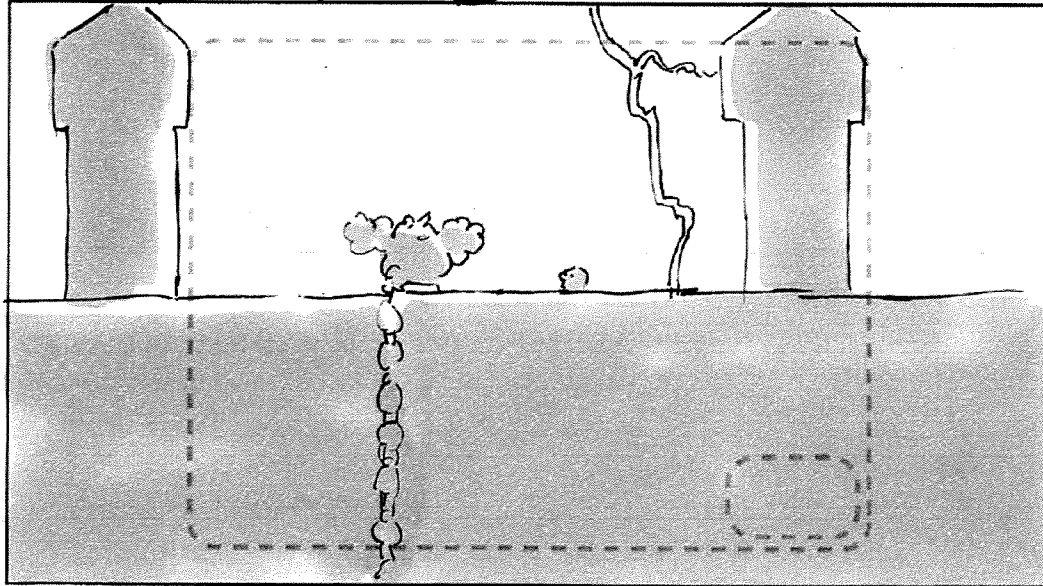
HO
Gut

Page 95

Sc. 99 CONT Pnl. B

Bg.

day night

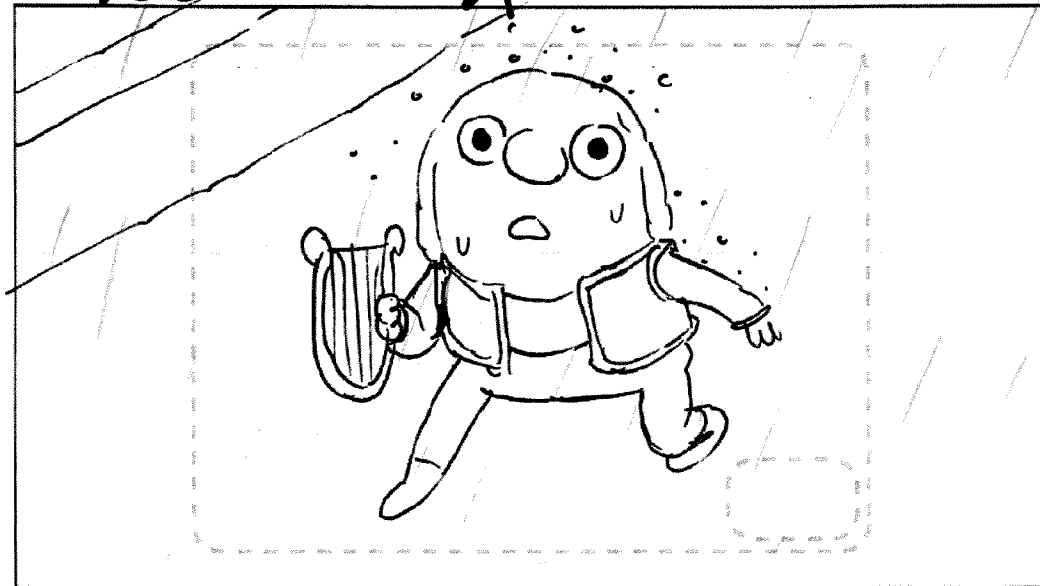


Sc. 100

Pnl. A

Bg.

day night



Dialog:

SFX: LIGHTNING!
THUNDER!

Lemon People Walla/ HOPE! HOPE! HOPE! (Chanting)

Action:

Timing:



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Production :

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1014/157

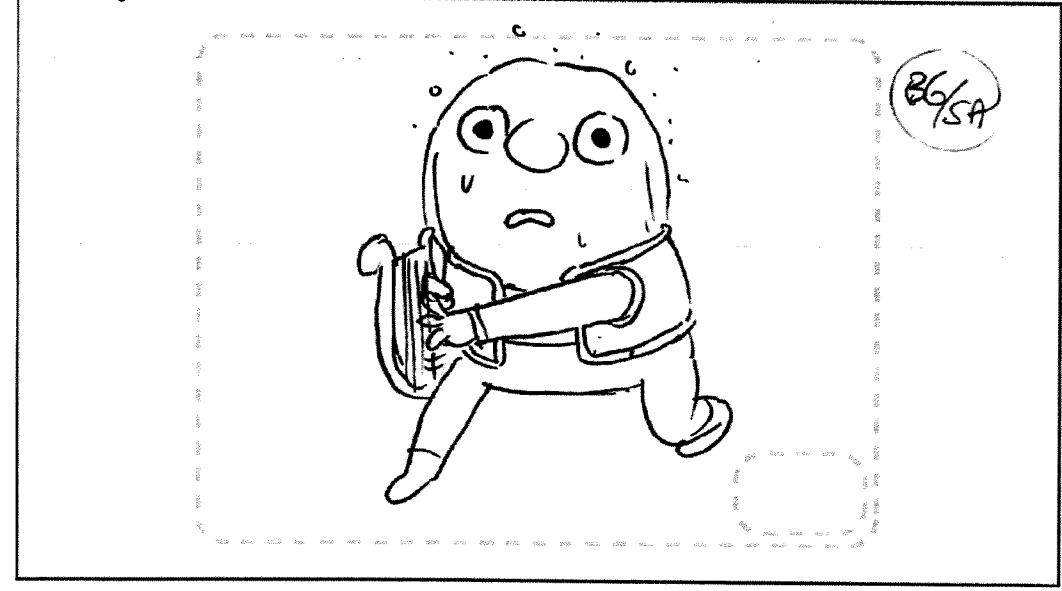
ADVENTURE TIME



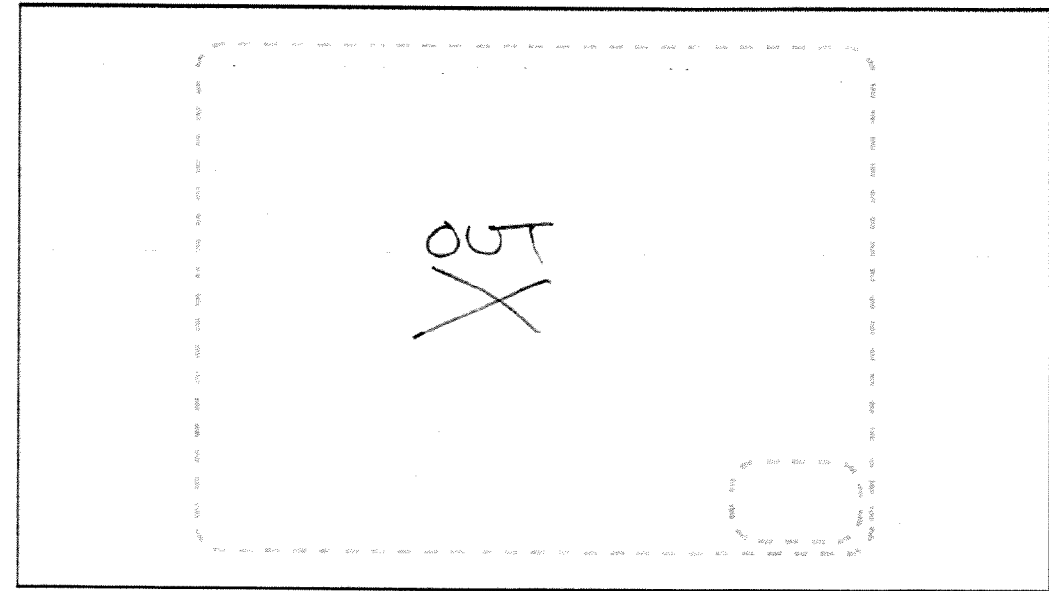
Cut

Page 96

Sc. 100 CONT Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:	SFX: * HARP MUSIC (moderate pace/volume) *	
	(LB) OS: * HOWLS IN PAIN *	
Action:	- Lf plays harp	
Timing:		

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S3

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ADVENTURE TIME



Sc.

101

Bg.

day night



Dialog:

- ① (LB) OH OH! IT'S AWFUL!
- ② (LW) (O.S.) FASTER LEMON HOPE!
- ③ SFX: music speeds up / gets louder

Action:

Timing:

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EPISODE #

Production :

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No PGS 98, 99

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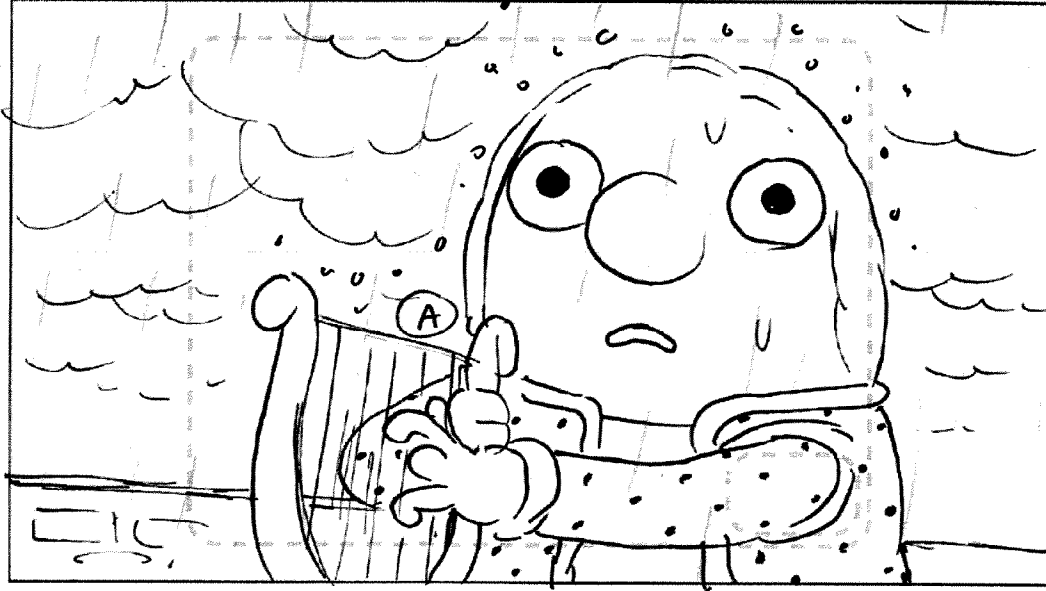
1014/157

ADVENTURE TIME

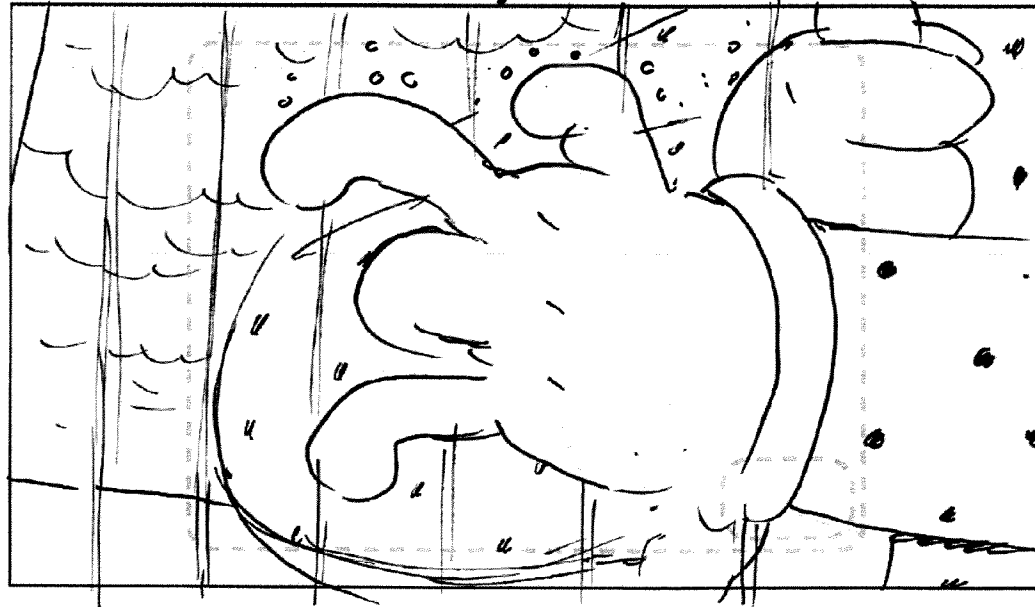


Page **100**

Sc. 102 Pnl. **A** Bg. day night



Sc. 103 Pnl. **A** Bg. day night



Dialog:

LB (O.S.) * HOWLING *

LW (O.S.)
FASTER!

Action:

Timing:



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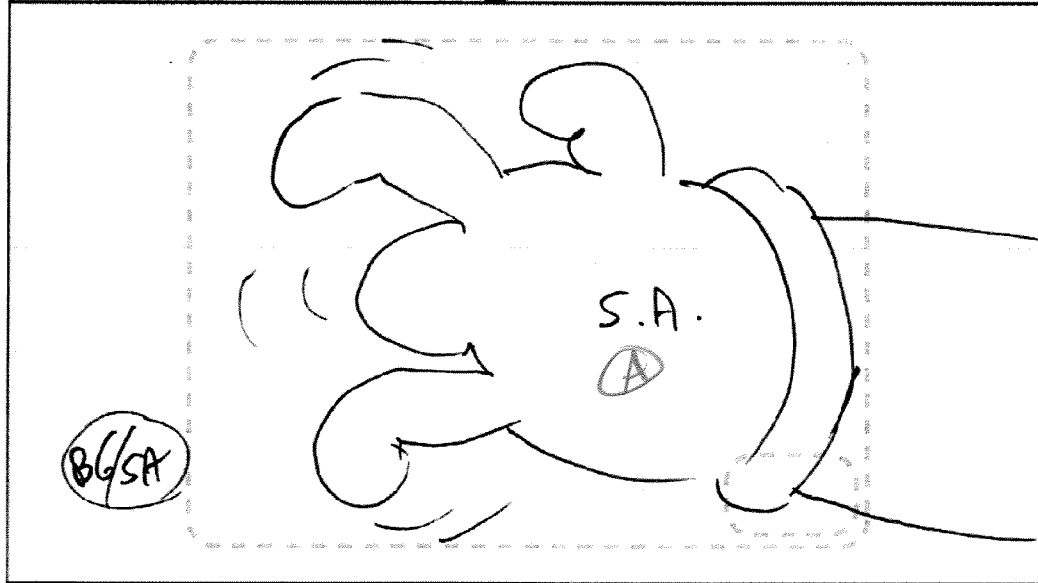
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ADVENTURE TIME

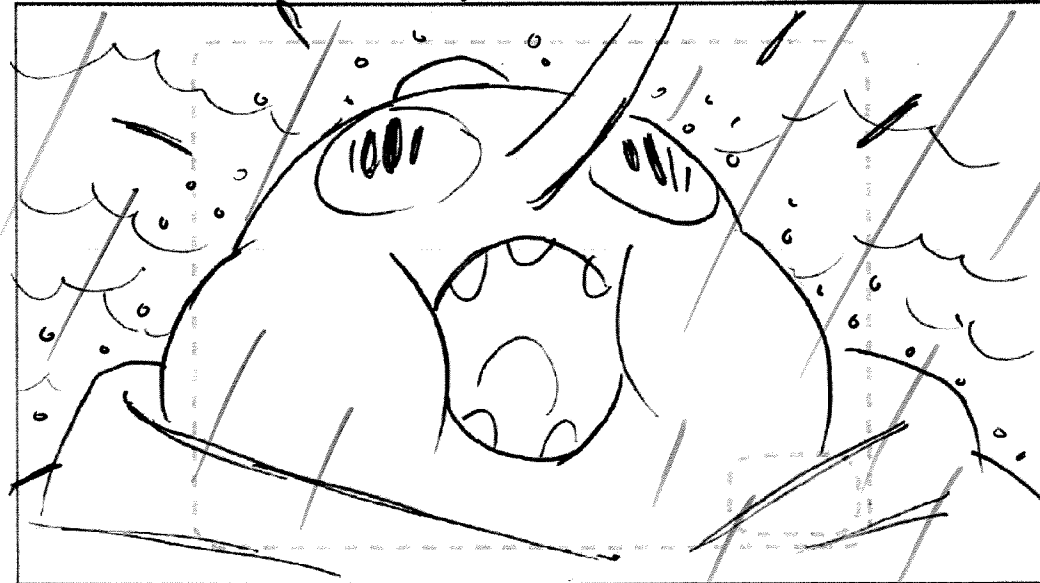


Page 101

Sc. 103 **CONT** Pnl. **B** Bg. day night



Sc. 104 Pnl. **A** Bg. day night



Dialog:

- ① (SFX:) Music gets faster, louder
- ② (LB:) (O.S.) * AUGHHH!! *

(LB:) AUUGH!! I CAN'T STANDS NO MORE!!

Action:

Hand moves faster

- eyes animate

Timing:

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Production :

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ADVENTURE TIME



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102A NEXT
day night

Sc.	Pnl.	Bg.	day night	Sc. 104A	Pnl. A	Bg.

Dialog:

(LW) (OS.) FASTER!!

Action:

Timing:

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EPISODE #

Production :

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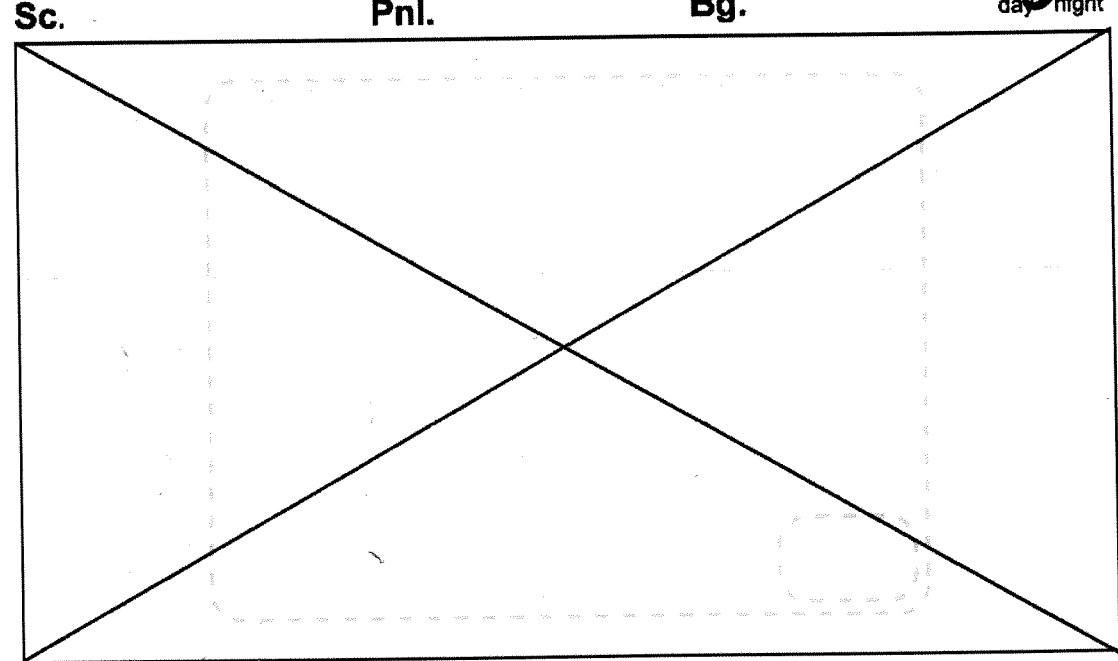
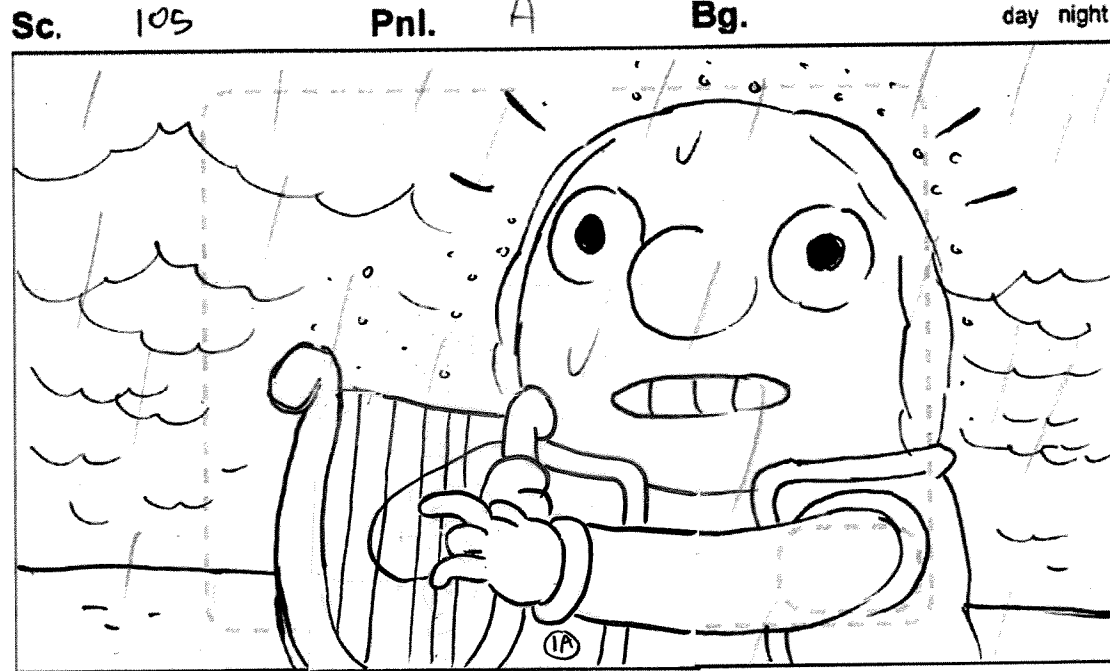
1014/157

ADVENTURE TIME

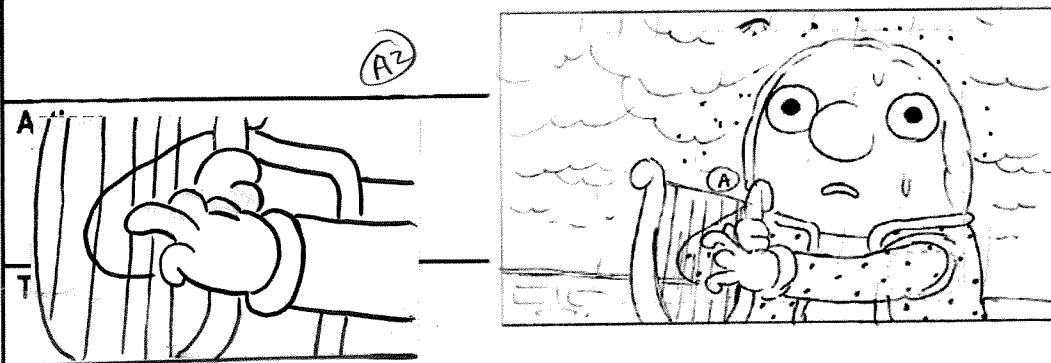


Page 102A

103 NEXT
day night



Dialog: (SFX) music speeds up/ gets louder



NOTE TO TIMING: LH PLUCKING REALY FAST.

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ADVENTURE TIME



the cut

Page 103

Sc. 100

Pnl. A

Bg.

day night

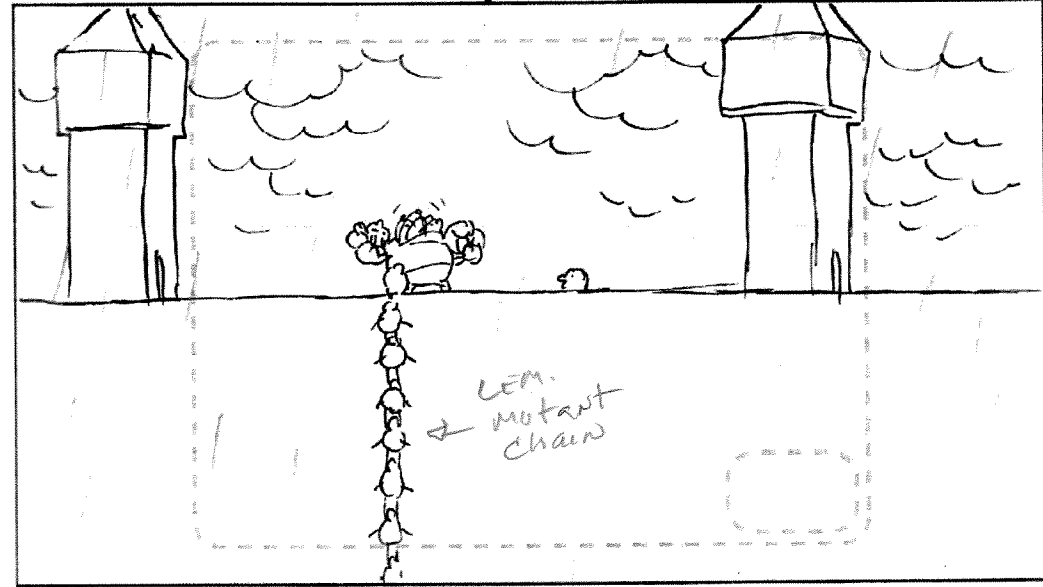


Sc. 107

Pnl. A

Bg.

day night



Dialog:

(LB:) AUUUUGHHHHHHHHHHHHHHHHHH!!!

Action:

Timing:

AUG 02 2013

EPISODE #

Production :

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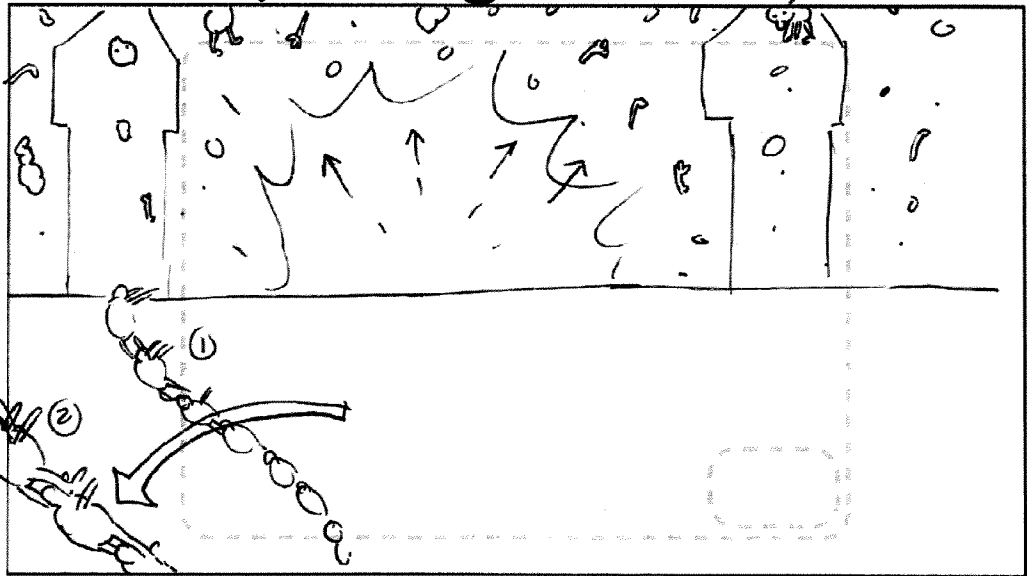
1014/157

ADVENTURE TIME

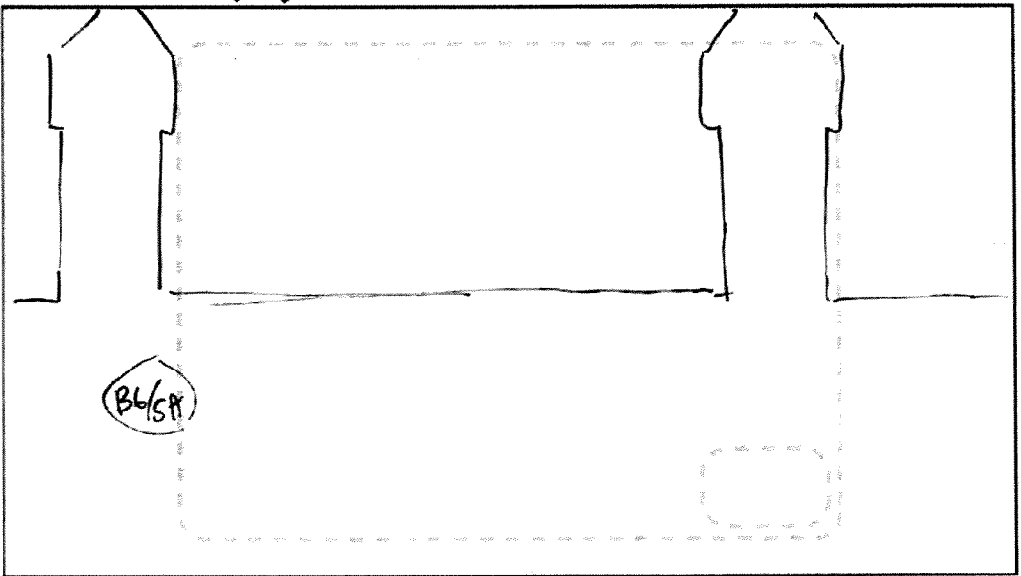


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Sc. 107 *CONT* Pnl. *B* Bg. *L Hope* day night



Sc. 107 *CONT* Pnl. *C* Bg. day night



Dialog:	- BEAT -
Action:	- LB explodes, sending pieces of body all up into the air - TOWER OF LEMON MUTANTS FALLS AWAY FROM WALL AND OFF/S.
Timing:	AUG 02 2013

EPISODE #

Production :

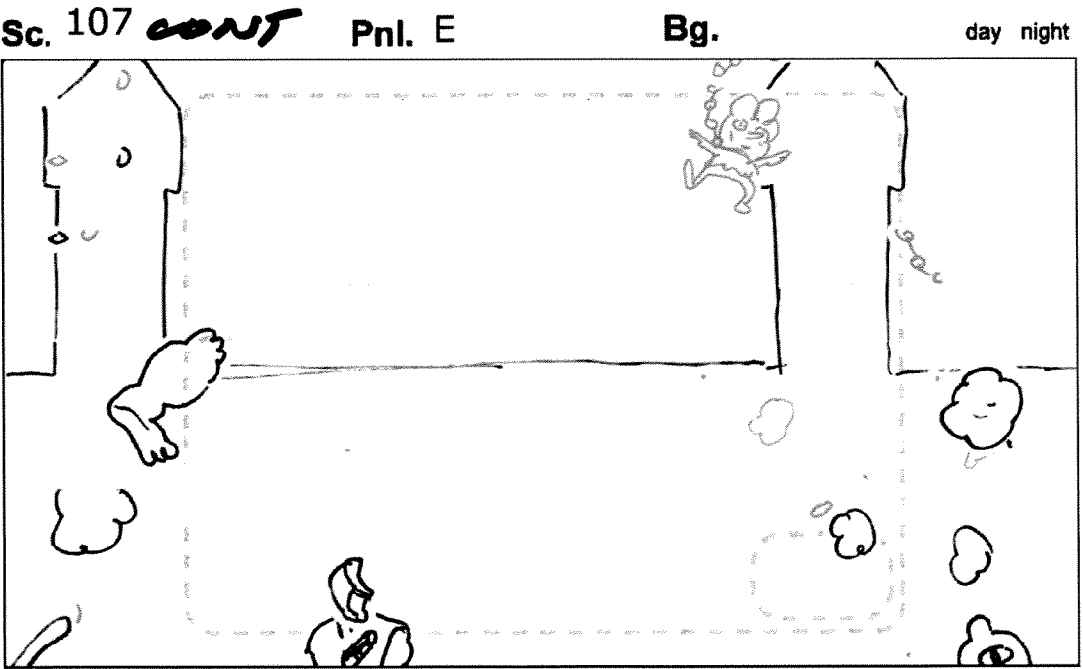
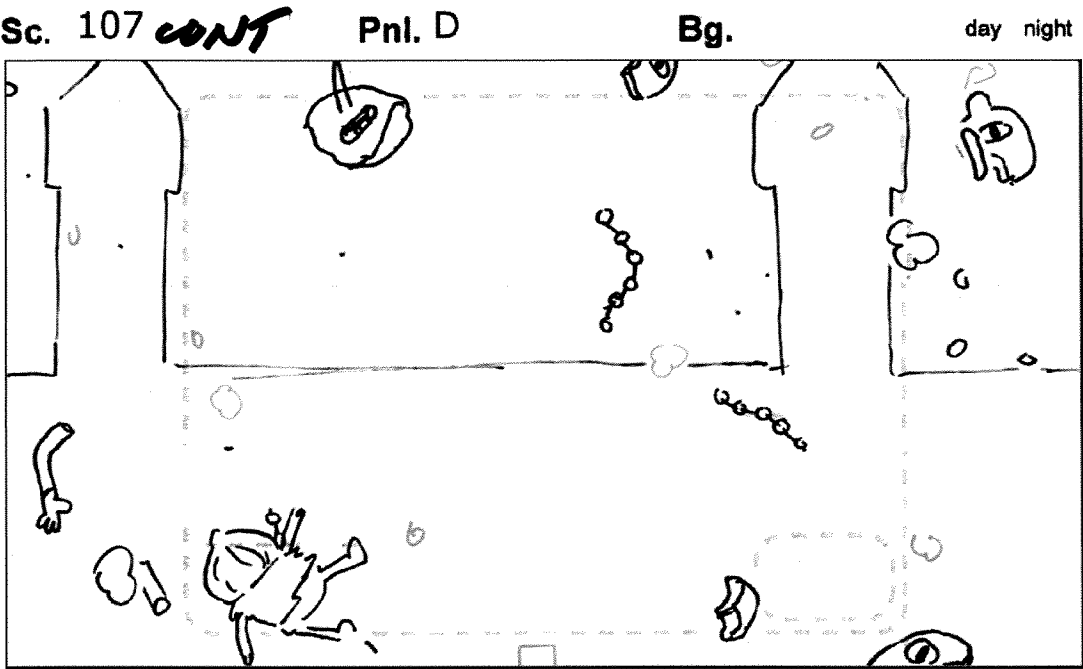
1014/157

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ADVENTURE TIME



Dialog:	
Action: -LB explodes, sending pieces of body all up into the air -tower of lemon mutants falls away from wall & off/s *use reference for falling pieces	
Timing:	AUG 02 2011

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ADVENTURE TIME



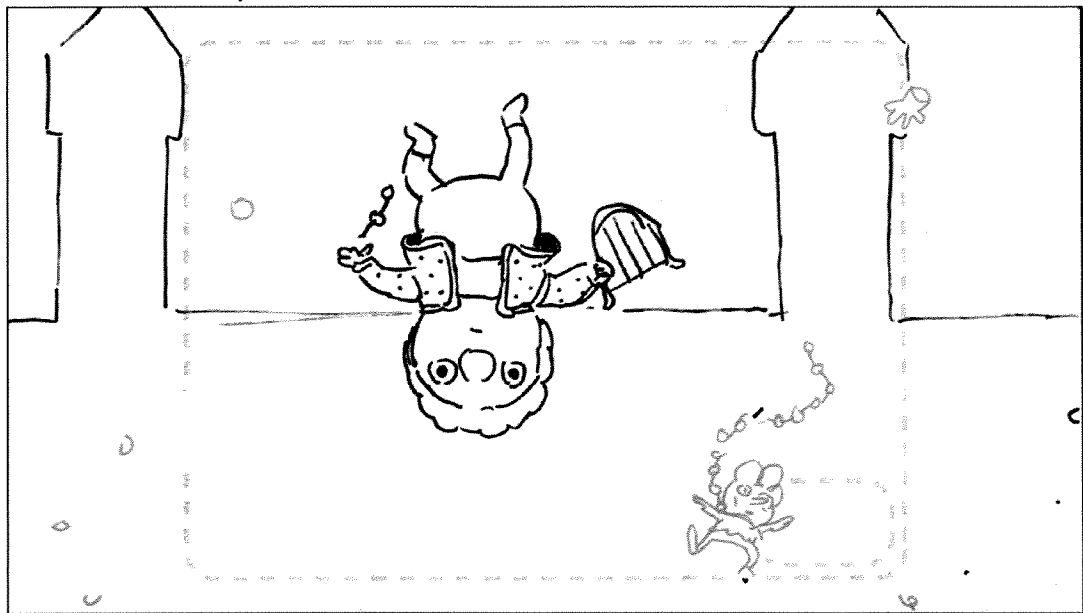
106A NEXT
day night

Sc. 107 *cont*

Pnl. F

Bg.

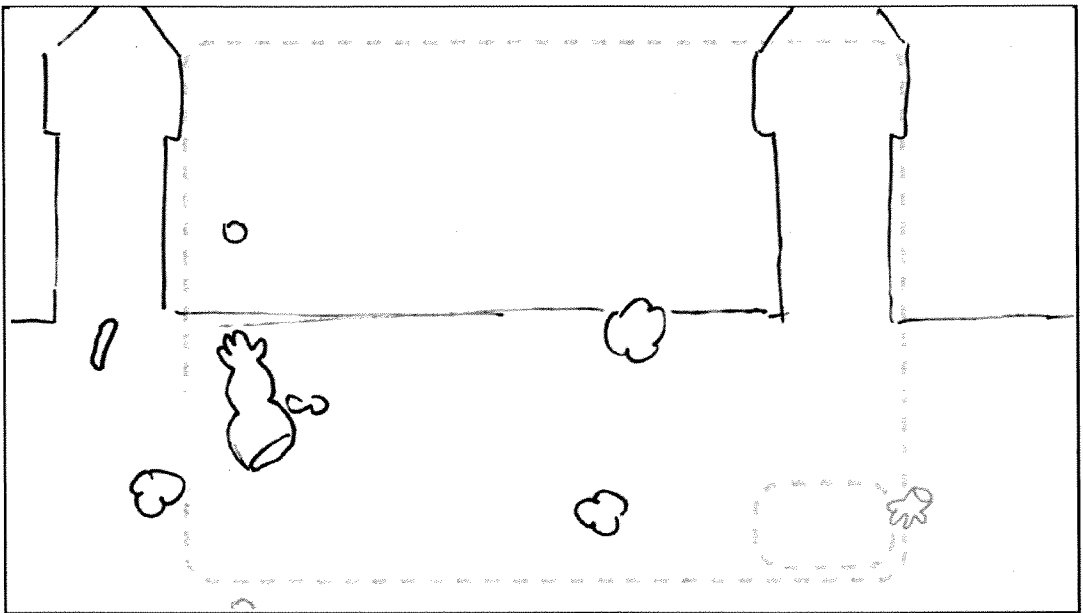
day night



Sc. 107 *cont*

Pnl. G

Bg.



Dialog:

Action:

Lemon hope drops by, upside down

Timing:

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Production :

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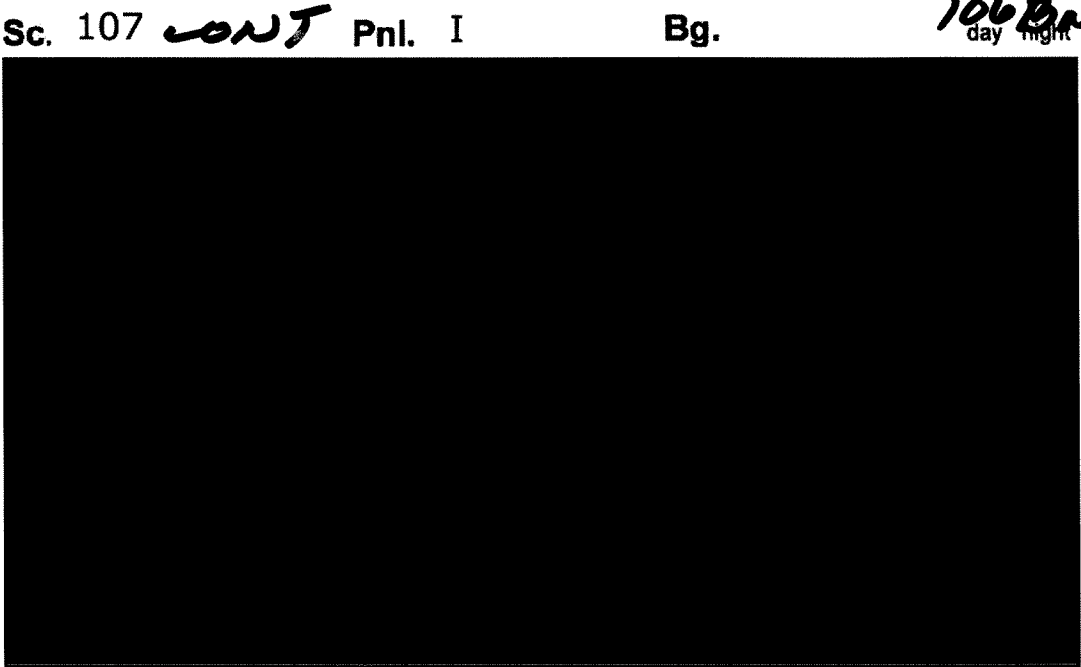
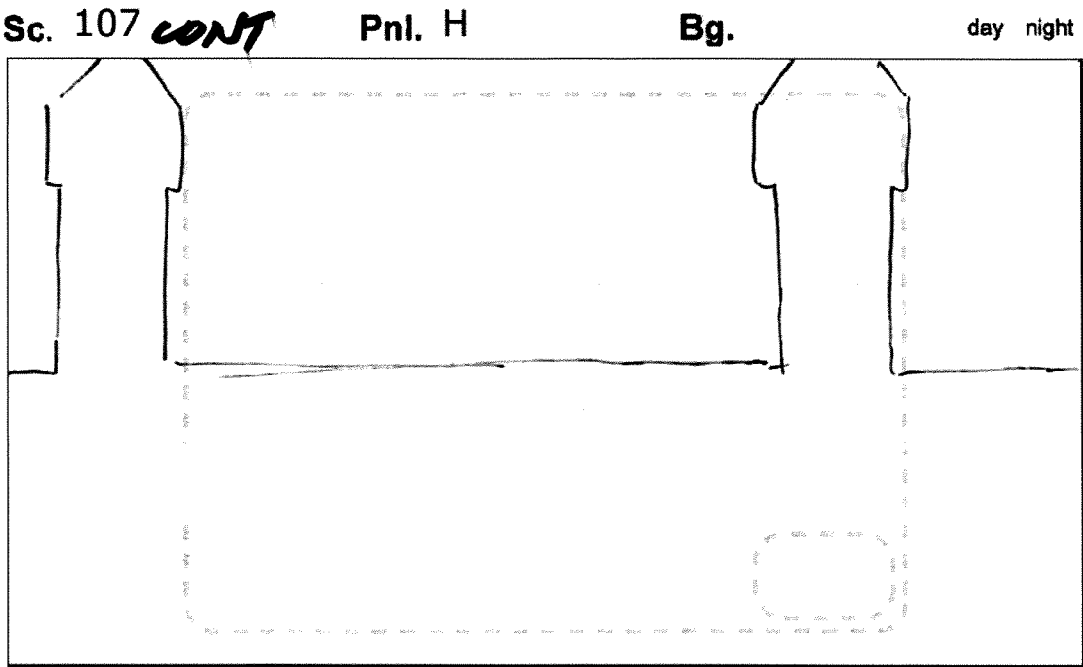
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ADVENTURE TIME



Dialog:	Black Fr.
	sfx: *crash!!*
Action:	Knock Knock (SFX)
	Lemon hope crashes
Timing:	

AUG 02 2013

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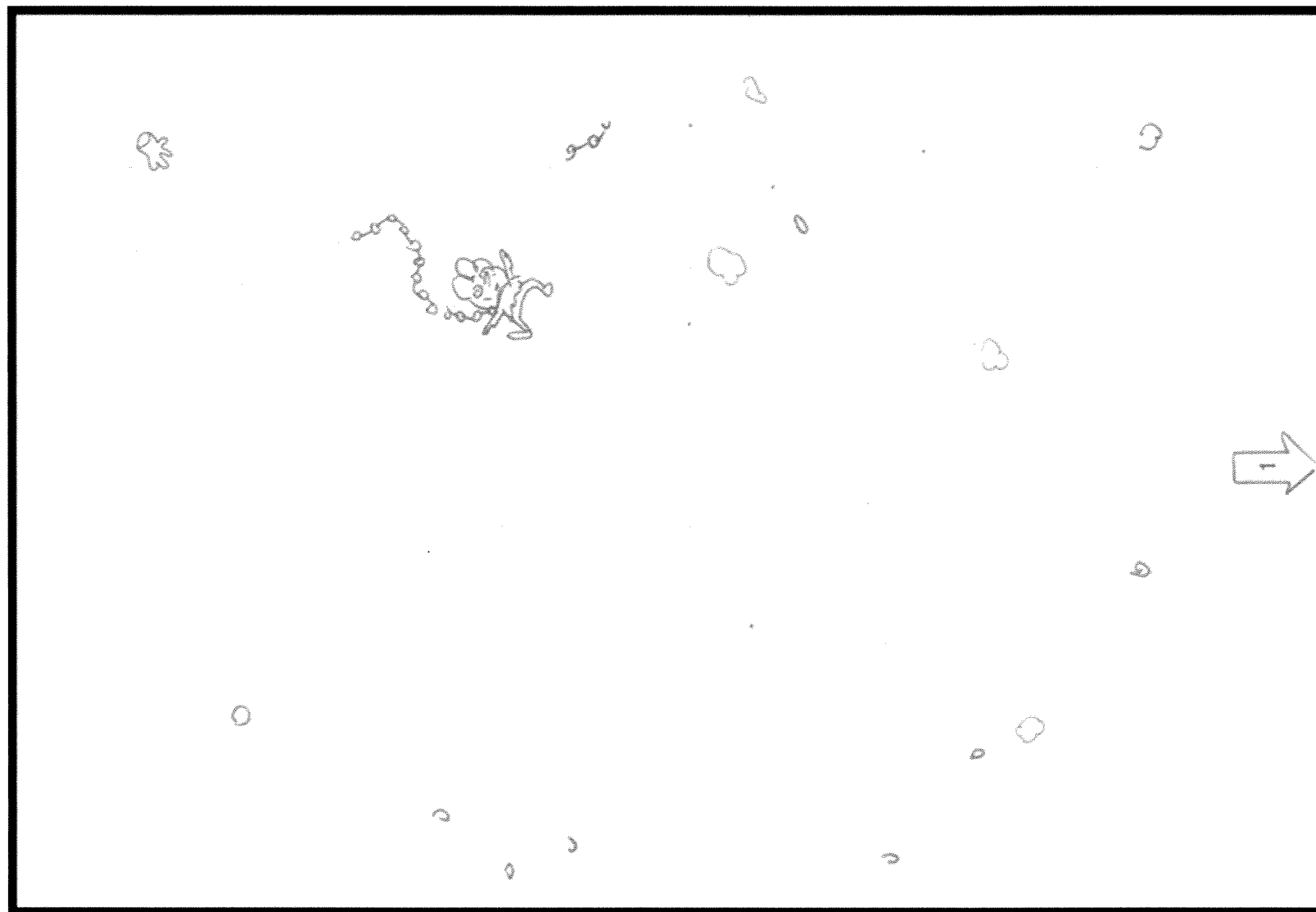
Production :

1014/157

1014/157

sc. 107 reference

OVERLAY#1 PANNING DOWN



AUG 02 2013

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ADVENTURE TIME

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1014/157

sc. 107 reference

OVERLAY#2 PANNING DOWN



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1014/157

ADVENTURE TIME



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sc. 107 reference

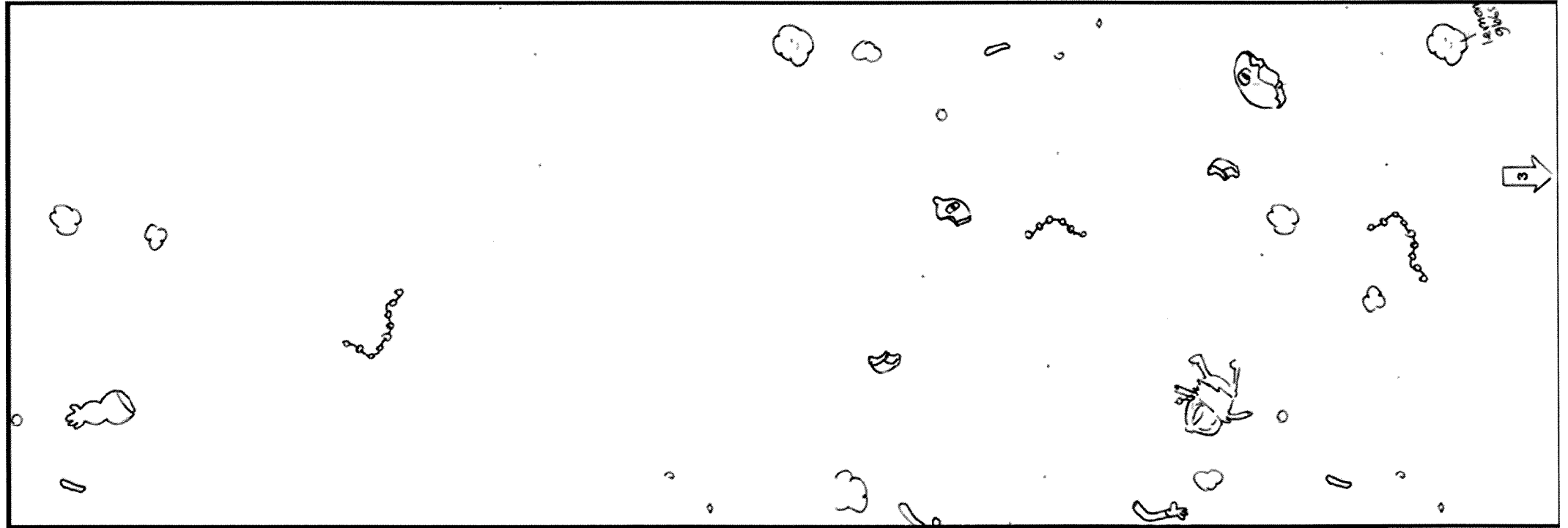
OVERLAY#3 PANNING DOWN

update



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ADVENTURE TIME



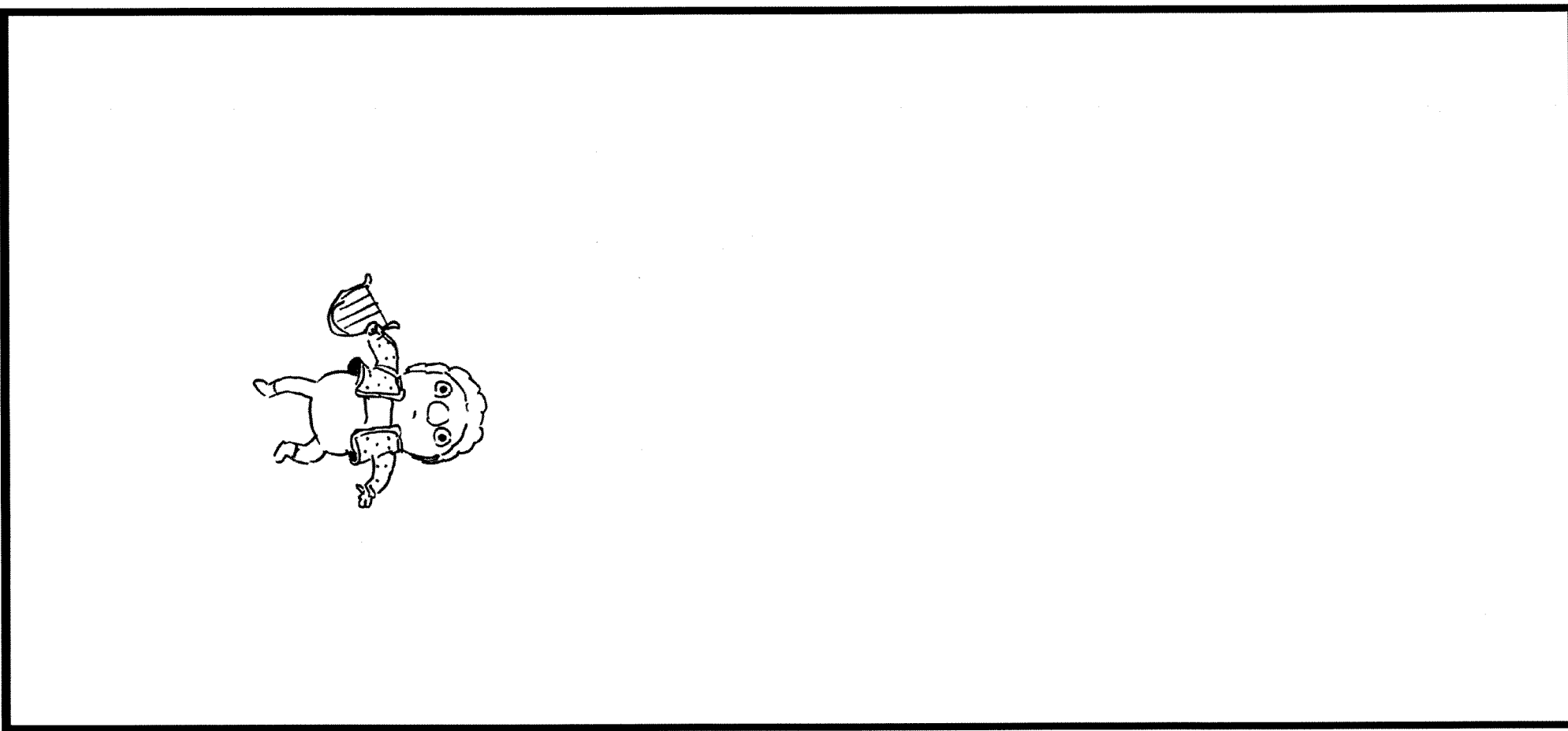
1014/157

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sc. 107 reference

Lemonhope PANNING DOWN
→



-Lemonhope falls upside down

AUG 02 2013

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ADVENTURE TIME

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ADVENTURE TIME



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106G NEXT

Sc.

Pnl.

Bg.

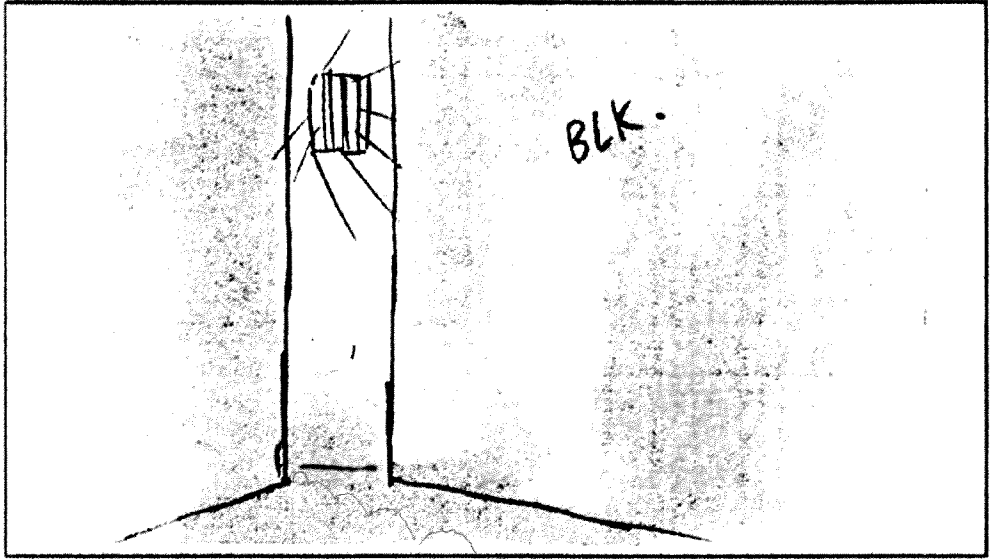
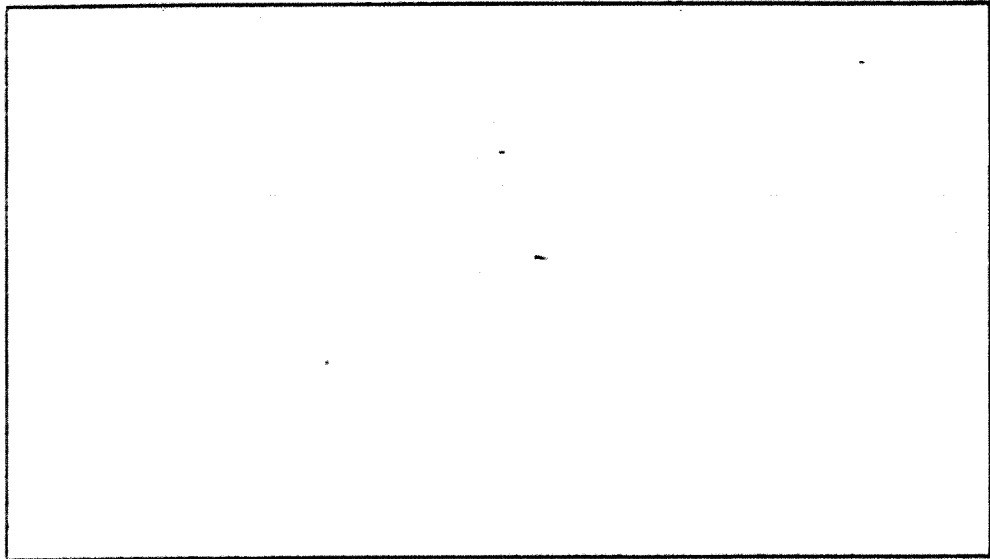
day night

Sc. 107A

Pnl. A

Bg.

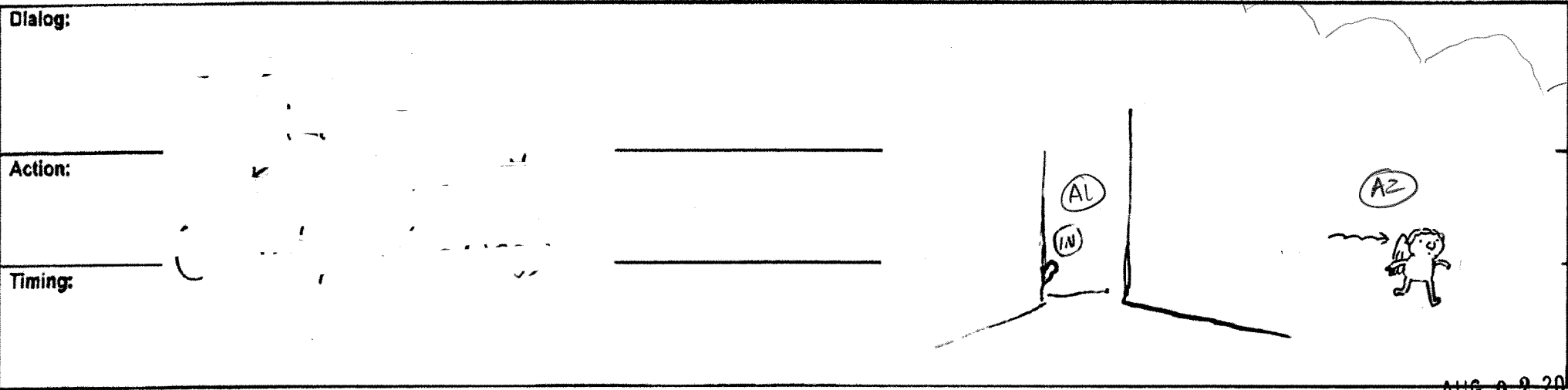
day night



Dialog:

Action:

Timing:



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Production :

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ADVENTURE TIME

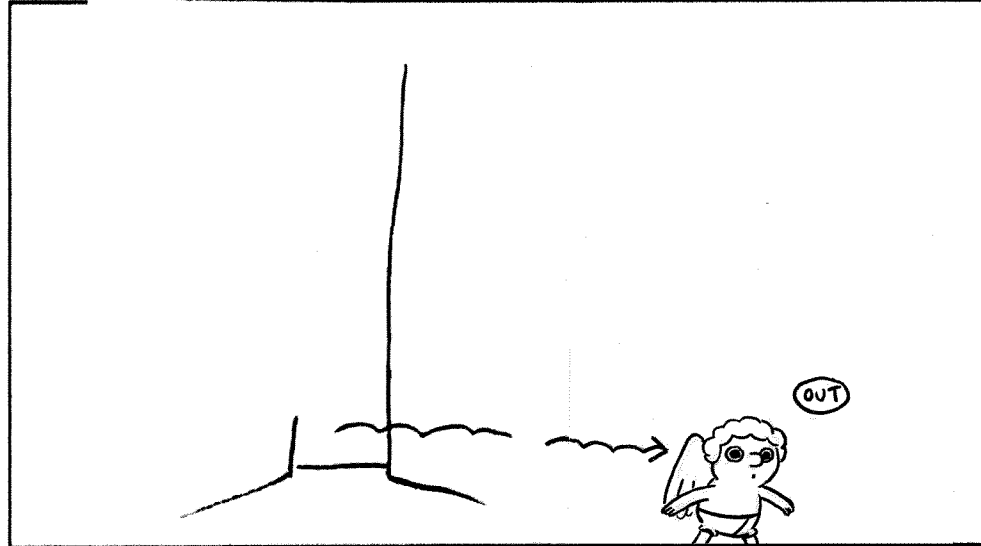


Page 106G
106H NEXT

Sc. 107A *CONT* Pnl. B

Bg.

day night

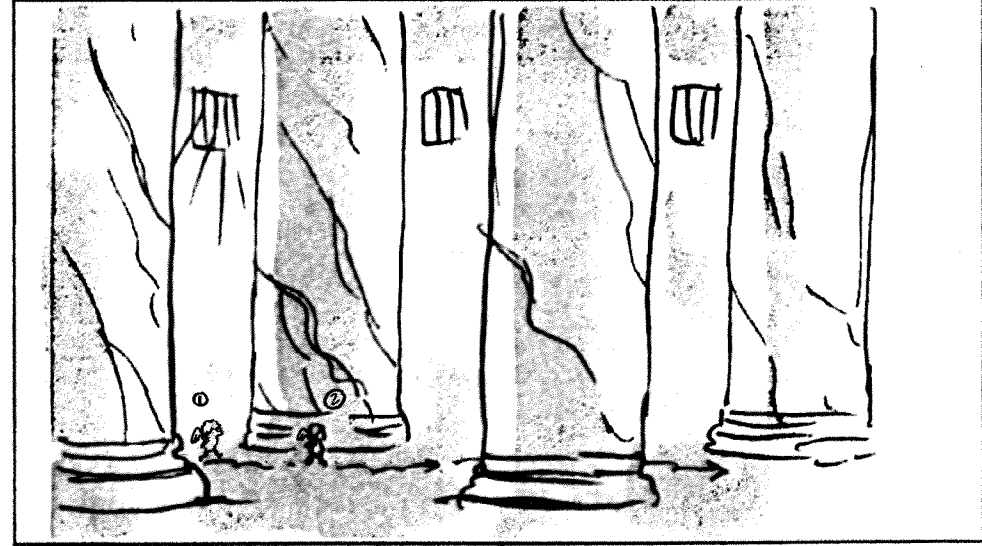


Sc. 107B

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

SFX: KNOCKING

(LH) coming!
(running)



DETAIL

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Production :

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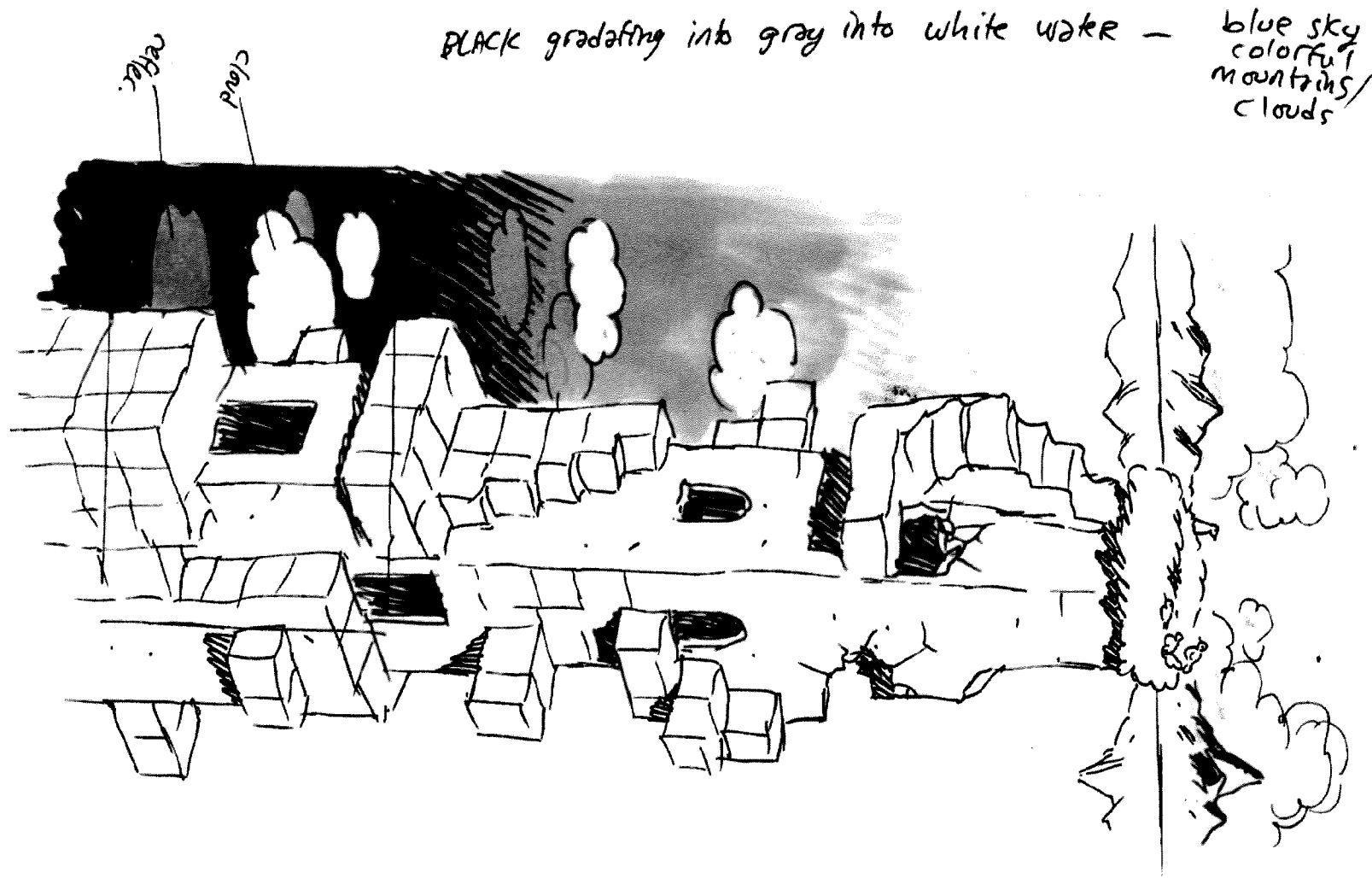
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1014/157

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*for reference
106HA
106HB NEXT

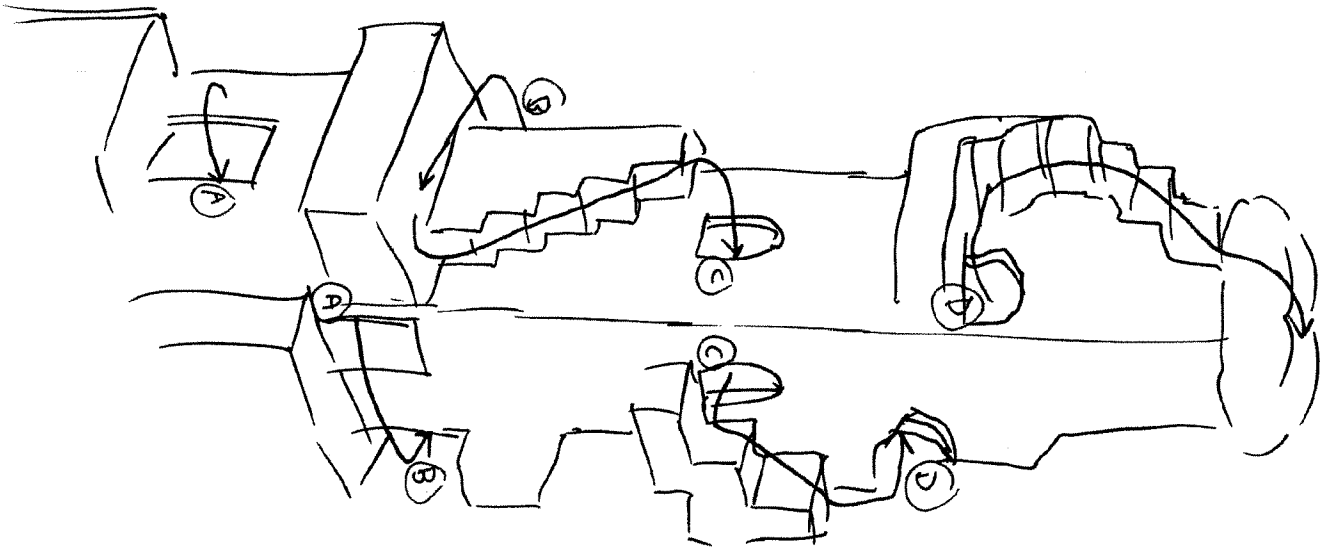
AUG 02 2013

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1014/157

*for reference

106HB
106I NEXT



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(B6)
AUG 02 2013
8

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Cut

ADVENTURE TIME

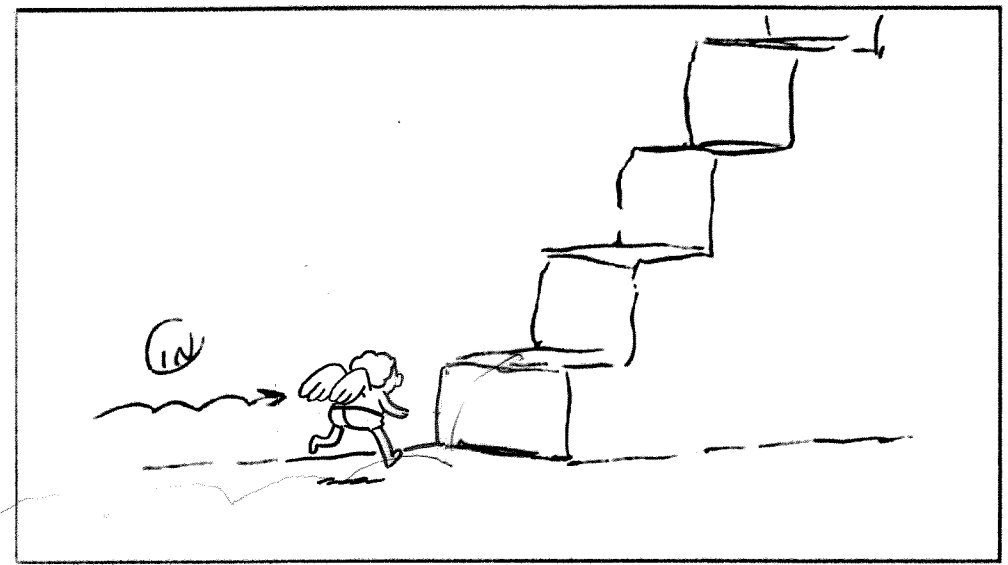


Page 106I

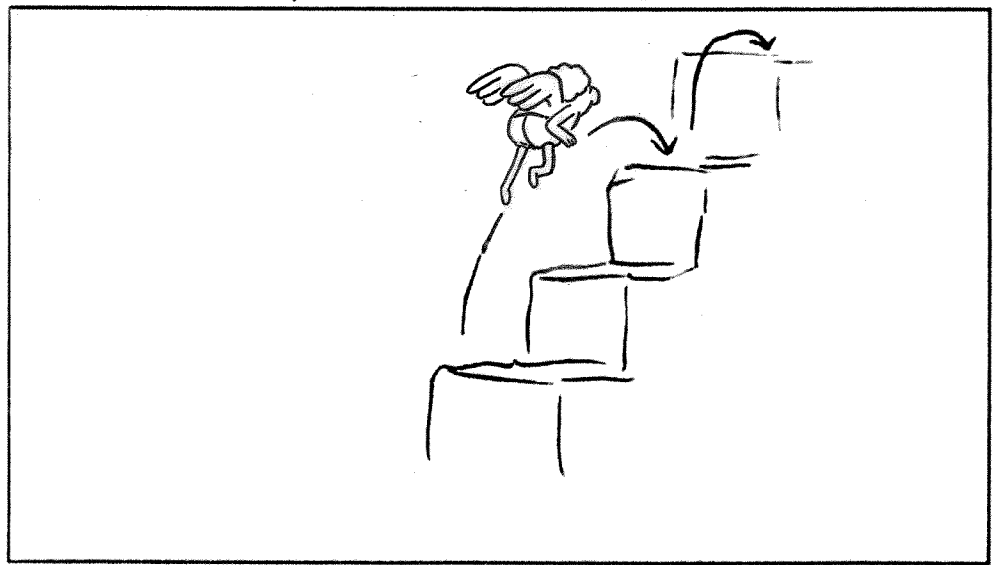
106I NEXT

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Sc. 107C Pnl. A Bg. day night



Sc. 107C CONT Pnl. B Bg. day night



Dialog	Action	Time
LH: uh...		A1
		A2
		A3
		B1
		B2

LH flutters wings and lands on step

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Production :

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HO
CUT

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ADVENTURE TIME



HO
CUT

Page 106J

106K NEXT
day night

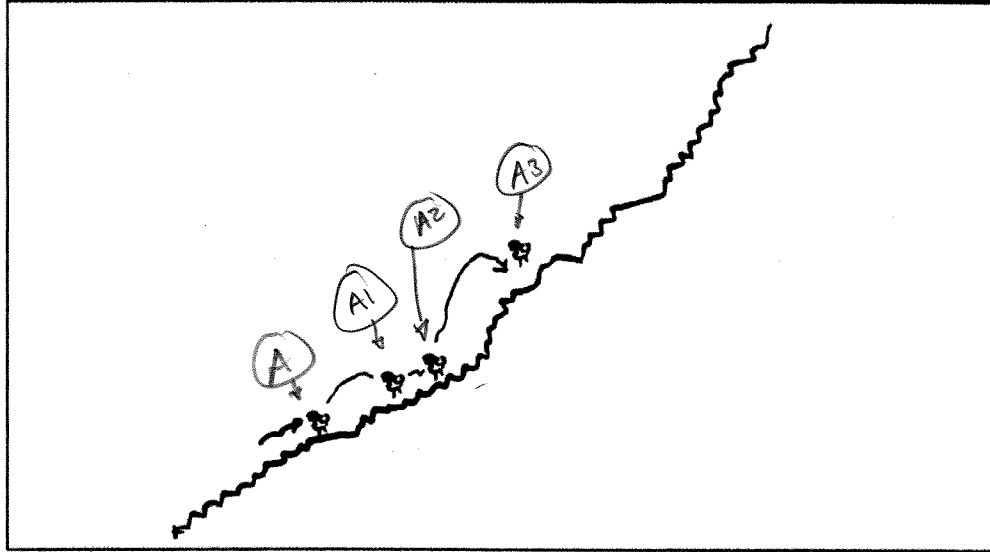
HO
CUT

Sc. 107D

Pnl. A

Bg.

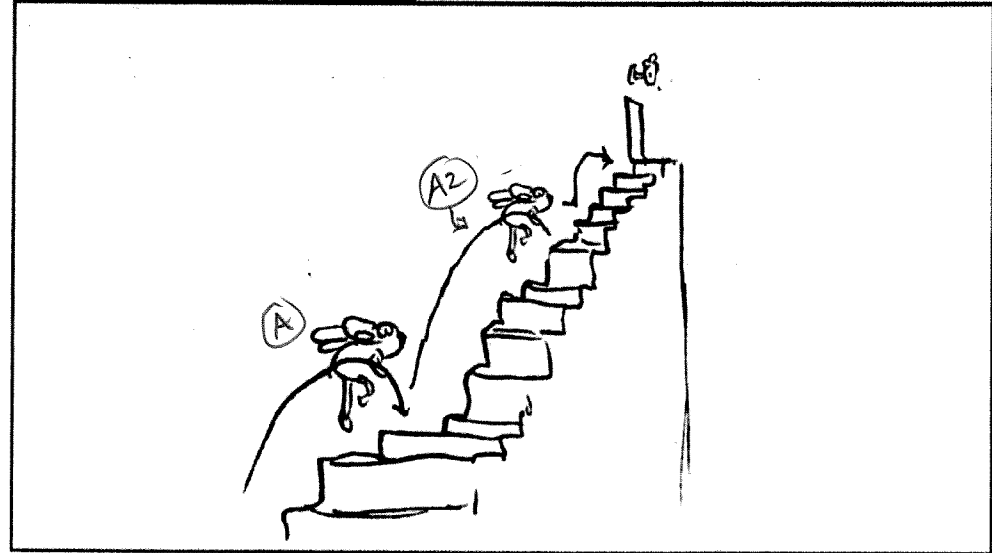
day night



Sc. 107E

Pnl. A

Bg.

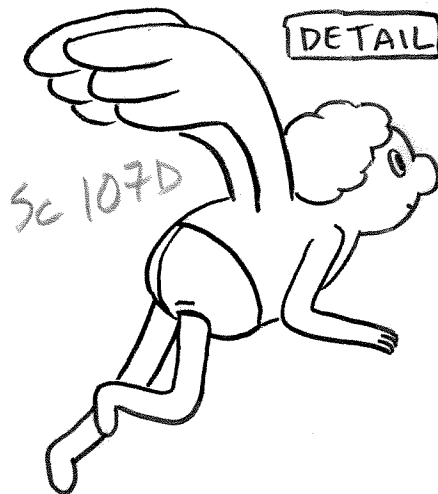


Dialog:

SFX: knocking

Action:

Timing:



DETAIL

Fly pose

(LH) wait wait
I'm coming -



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Production :

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HW
Curt

ADVENTURE TIME



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106K
day night

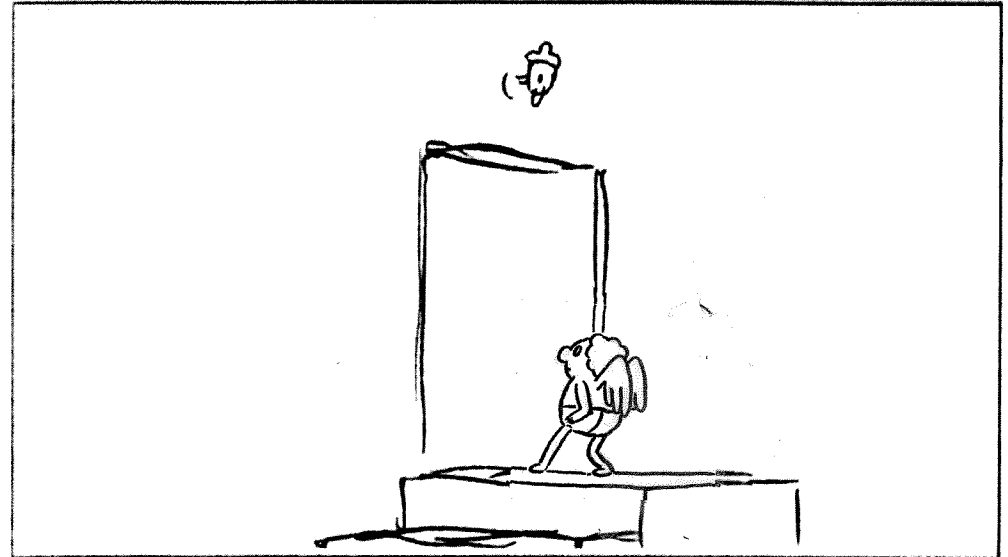
HW
Curt

Sc. 107F

Pnl. A

Bg.

day night

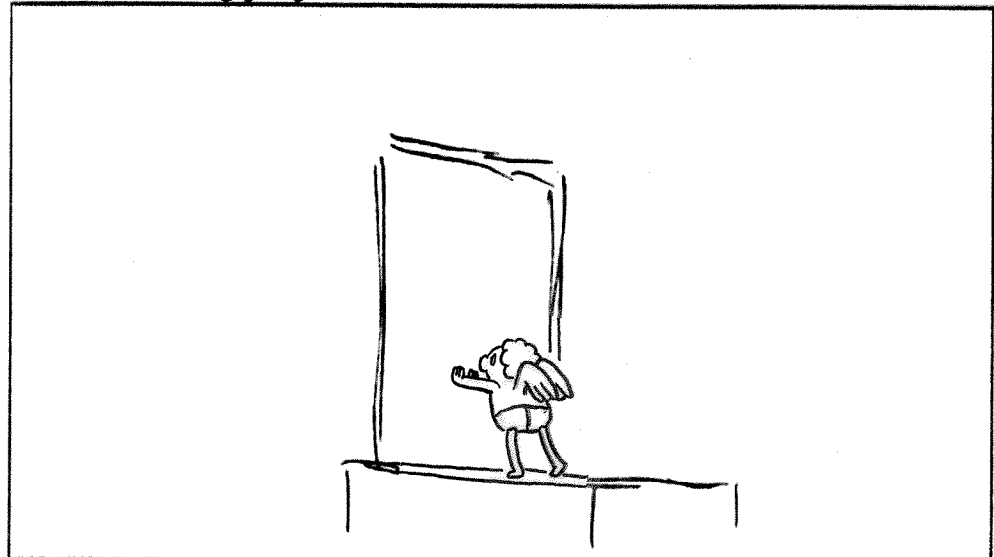


Sc. 107F

CONT

Pnl. B

Bg.



Dialog:

LH: * effort sounds*

Action:

LH struggles with door

Timing:



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Production :

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ADVENTURE TIME



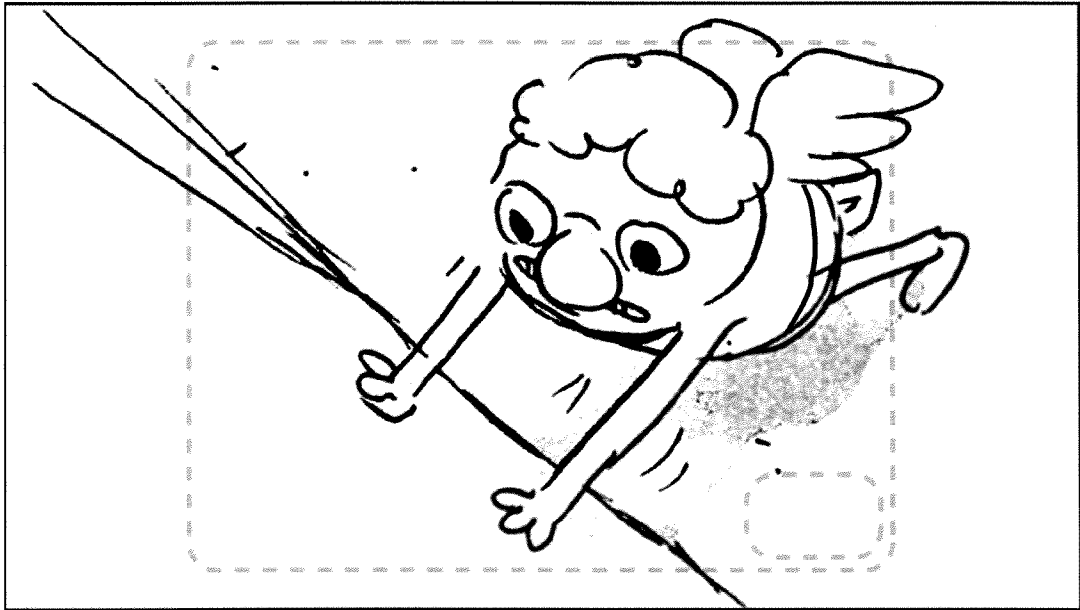
106 NEXT
day night

Sc. 107G

Pnl. A

Bg.

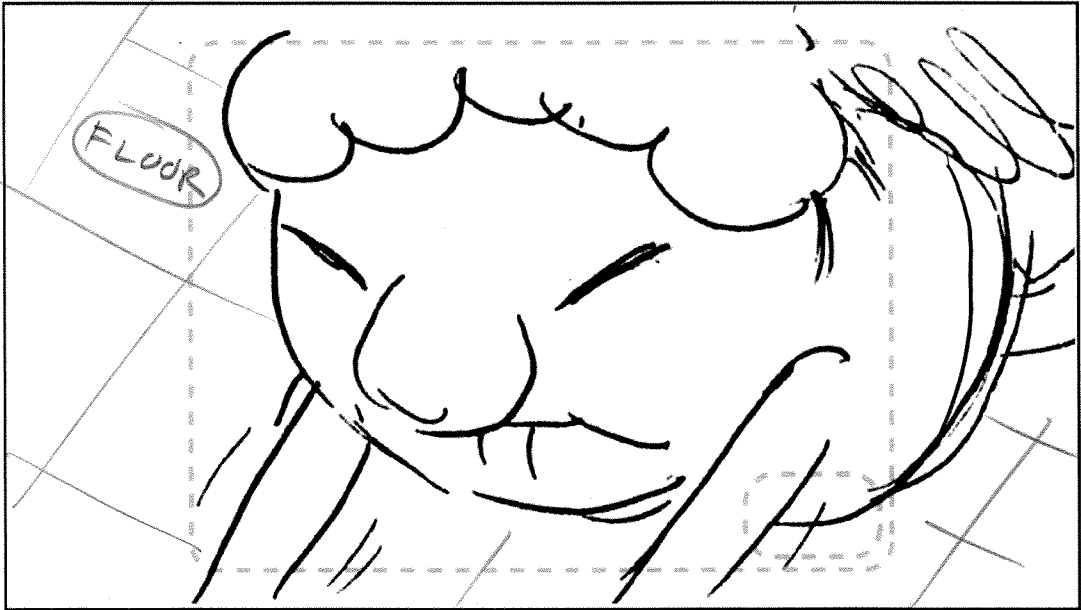
day night



Sc. 107H

Pnl. A

Bg.



Dialog:

LH: * effort sounds*

Action:

Timing:

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Production :

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1014/157

ADVENTURE TIME



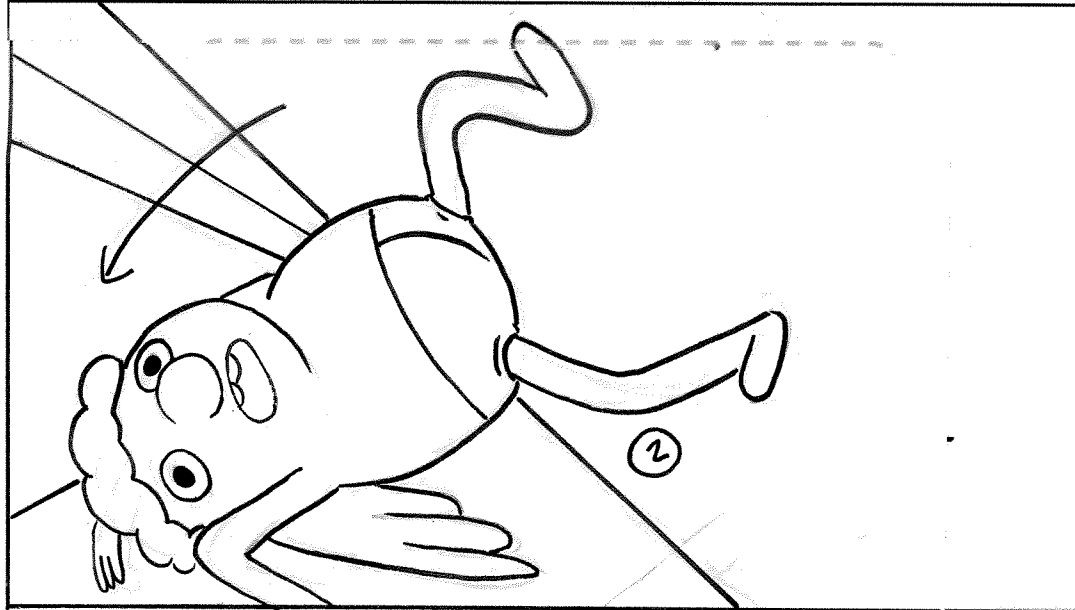
Page 106M
106M NEXT
day night

Sc. 107I

Pnl. A

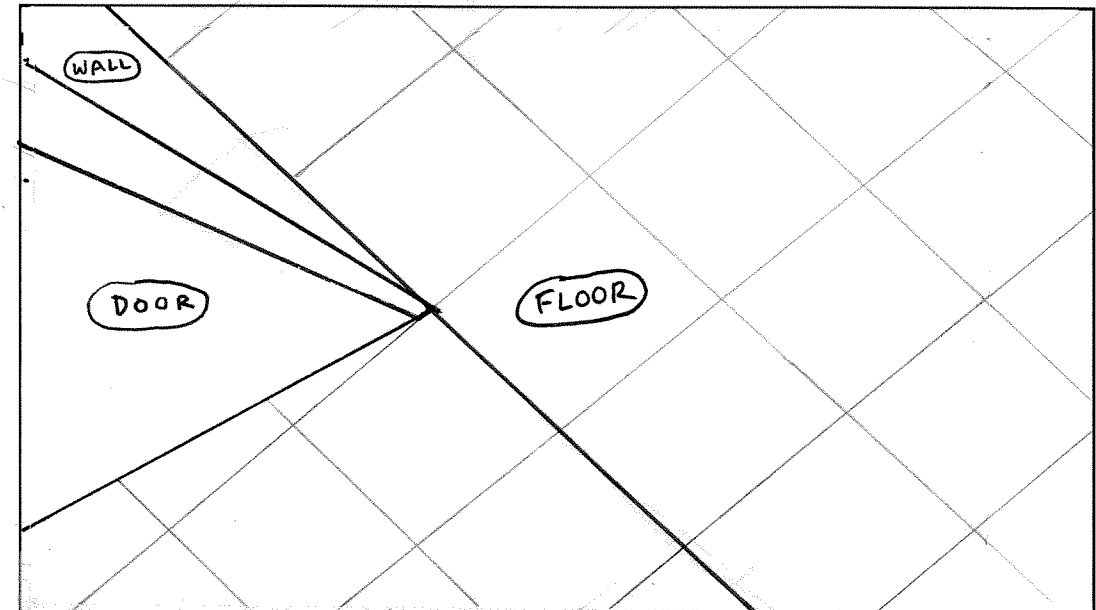
Bg.

day night



Sc. 107I CONT Pnl. B

Bg.



Dialog:

Action:

LH falls offscreen

Timing:



Lemonhope is off screen

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EPISODE # 1014-157

Production :

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ADVENTURE TIME



Page 106N
106:0:NET
day night

Sc. Pnl. Bg. day night

Sc. 107J Pnl. A Bg. day night

Dialog:	
Action:	
Timing:	

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EPISODE # 1014-157
Production :

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1014/157

1014/157

HU
Cut

ADVENTURE TIME

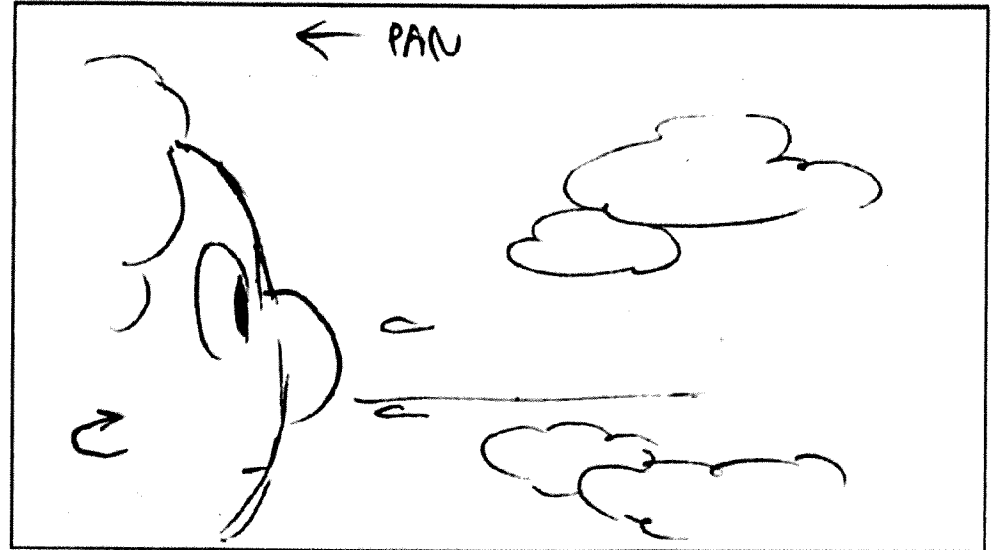


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Sc. 107K Pnl. A Bg. day night



Sc. 107K **CONT** Pnl. B Bg. day night



Page 106-0
106 PNL
day night

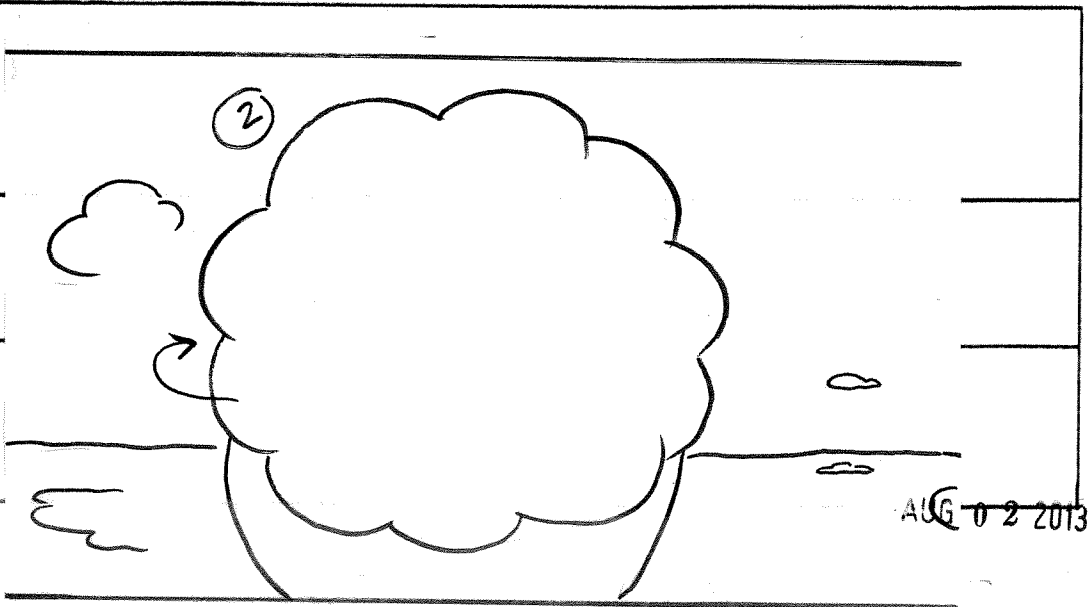
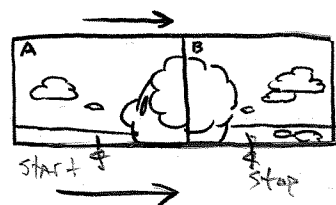
HU
Cut

EPISODE # 1014-157

Dialog:

Action:

Timing:



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Production :

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ADVENTURE TIME



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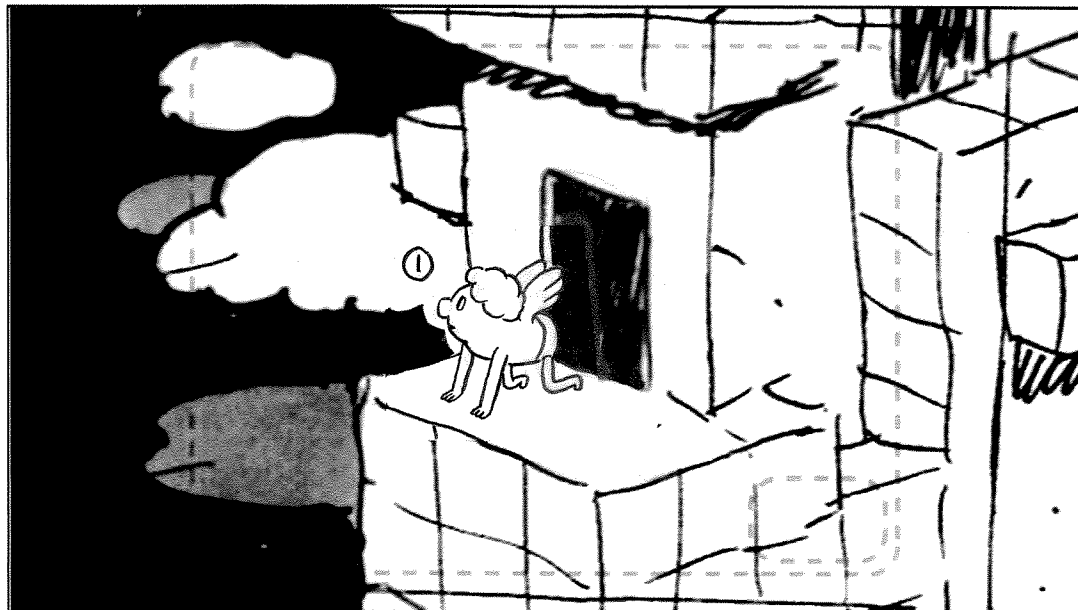
1060 NEXT
day night

Sc. 107L

Pnl. A

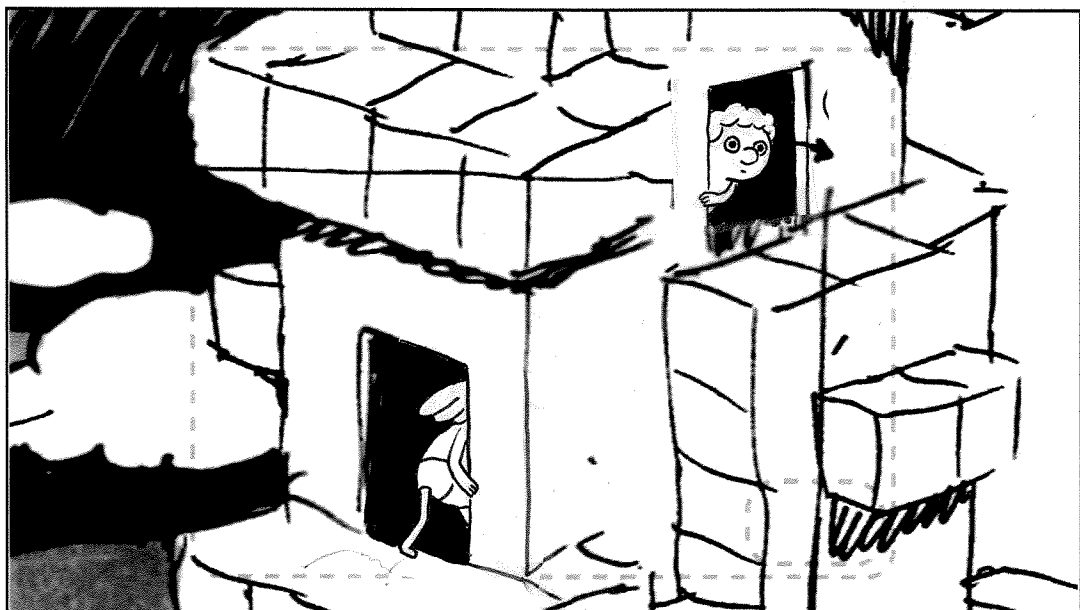
Bg.

day night



Sc. 107L CONT Pnl. B

Bg.



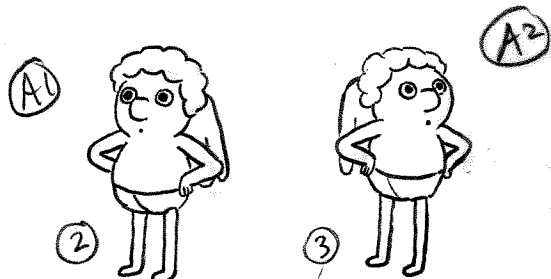
Dialog:

LH: hello?

LH: hello??

Action:

Timing:



LH peek through door. ends up at the other door.
lower half of body is still at first door

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EPISODE # 1014-157

Production :

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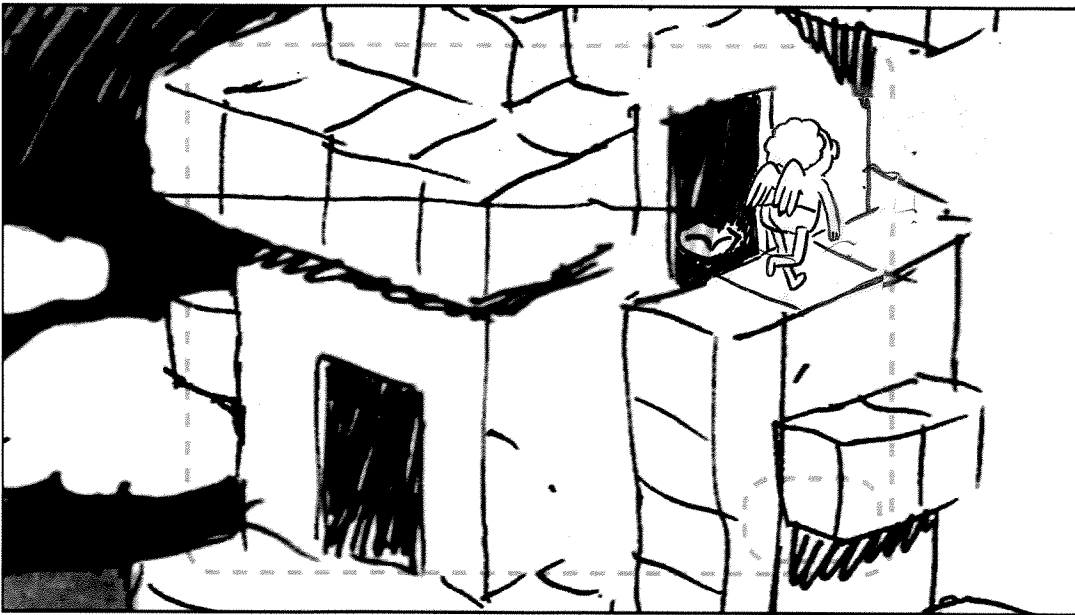
ADVENTURE TIME



Sc. 107L *CONT* Pnl. C

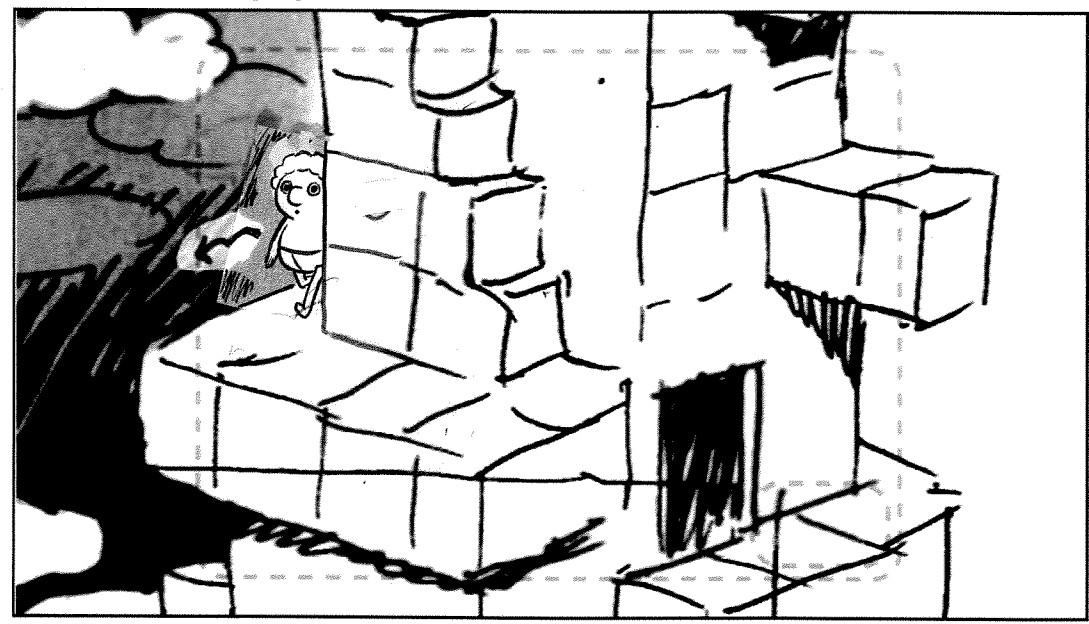
Bg.

day night



Sc. 107L *CONT* Pnl. D

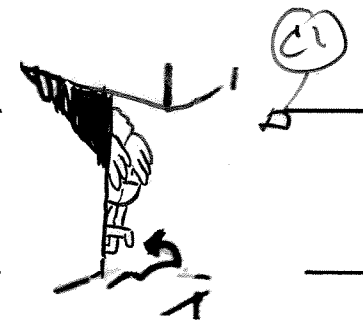
Bg.



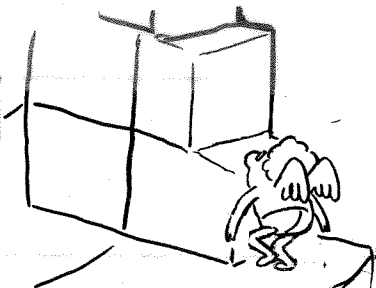
Dialog:

Action:

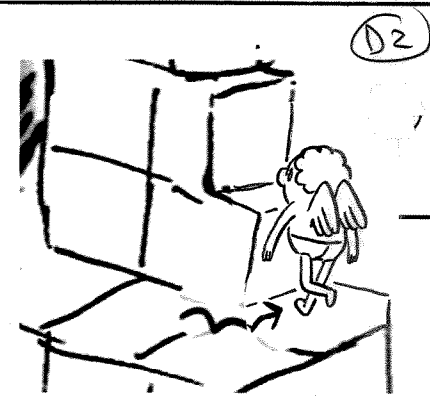
Timing:



LH turns corner
and appears right
away on other side



LH climbs stairs



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ADVENTURE TIME



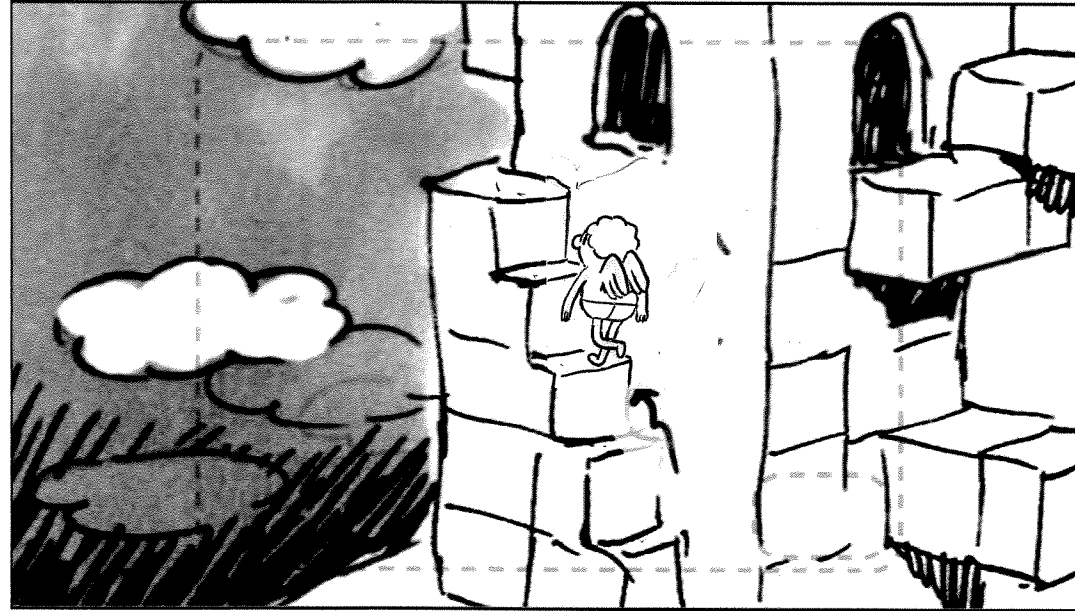
Page 106-R

106 NEXT
day night

Sc. 107L *CONT* Pnl. E

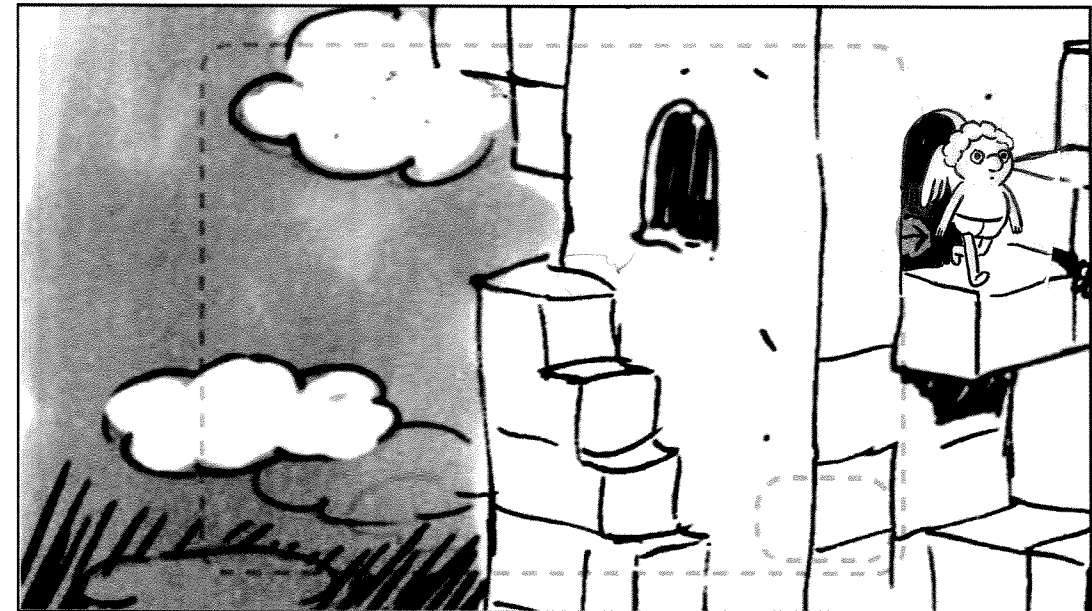
Bg.

day night



Sc. 107L *CONT* Pnl. F

Bg.



Dialog:



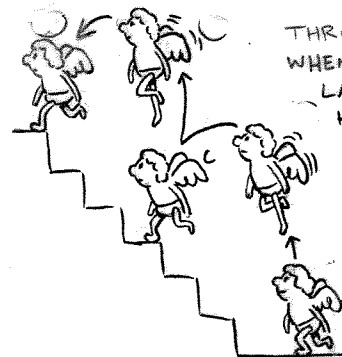
Action:

LH climbs stairs and enters door

LH exits right away through other door

Timing:

REFERENCE:



THROUGH OUT THIS SCENE,
WHEN LH. CLIMBS THE
LARGE STEPS, HE FLAPS
HIS WINGS, SKIPPING
STEPS ALONG THE
WAY.

AUG 02 2013

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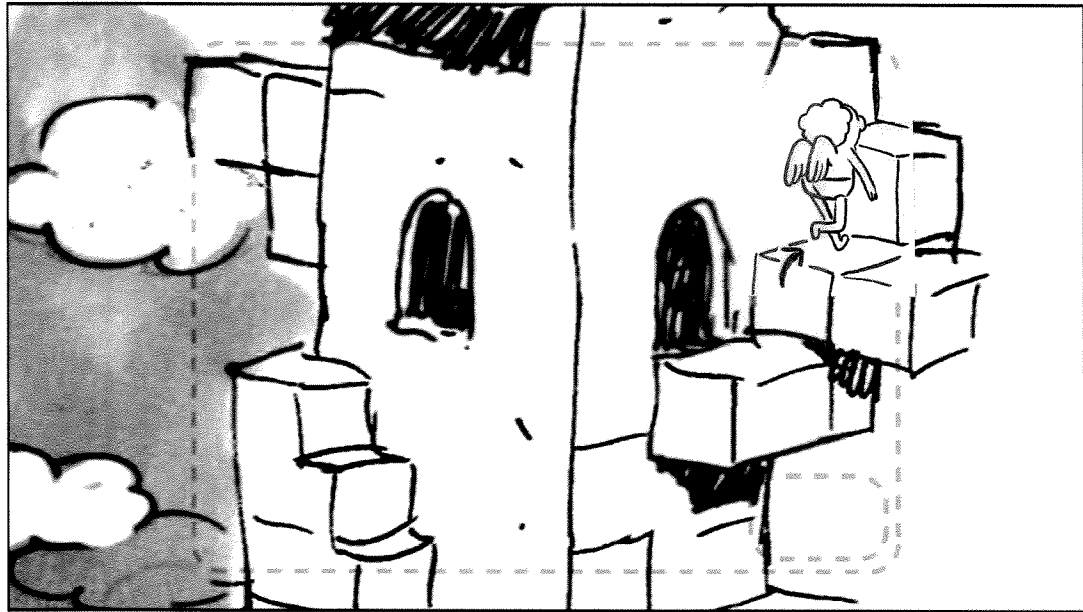
Production :

1014/157

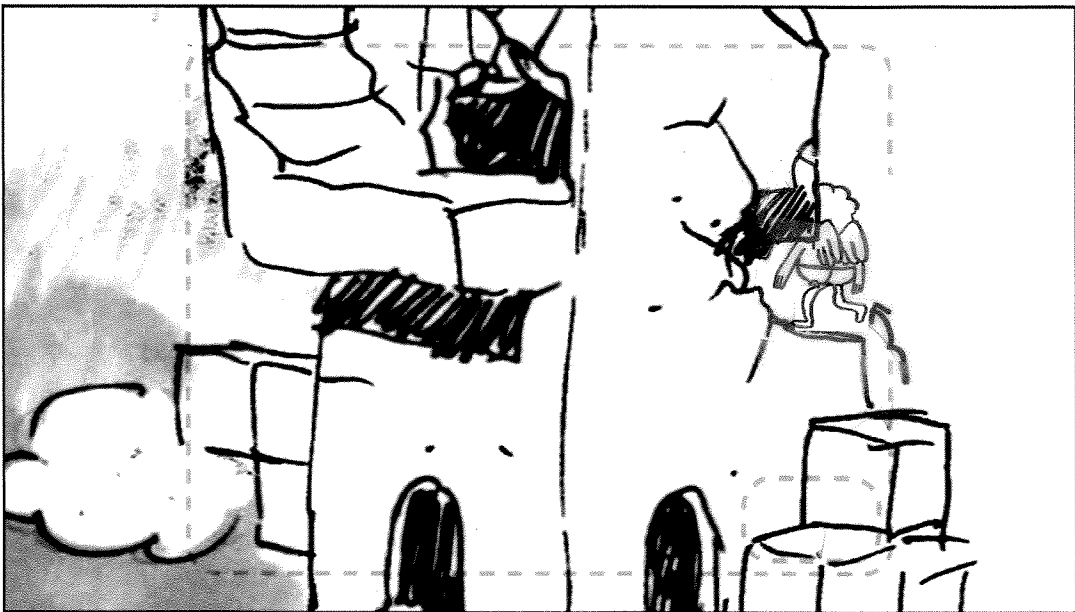
ADVENTURE TIME



Sc. 107 *CONT* Pnl. G Bg. day night



Sc. 107 *CONT* Pnl. H Bg. day night



Dialog:	
Action:	LH climbs stairs
	LH turns corner
Timing:	AUG 0 2 2013

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Production :

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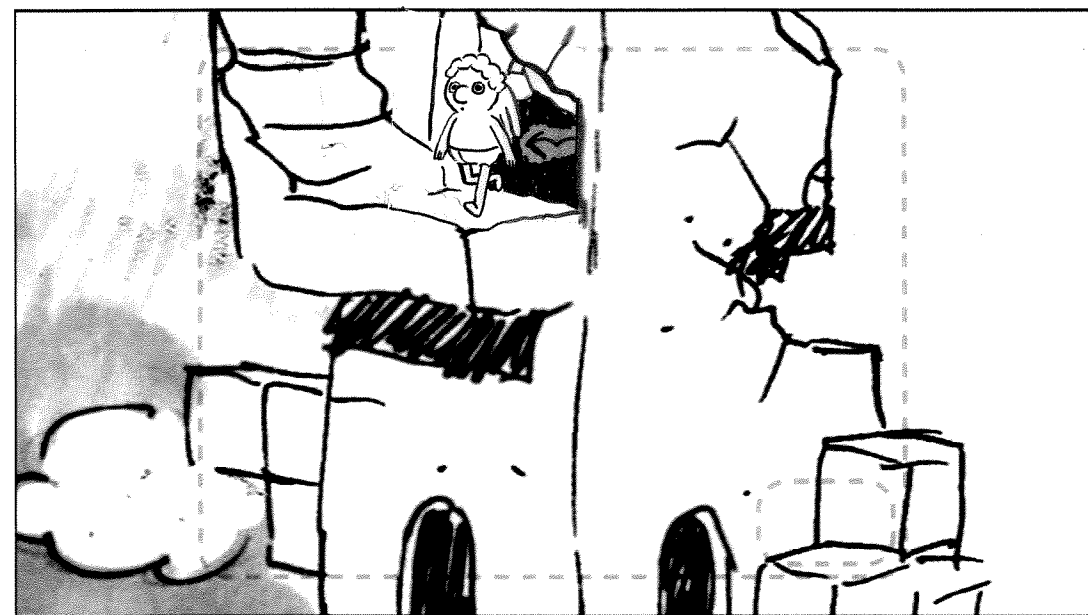
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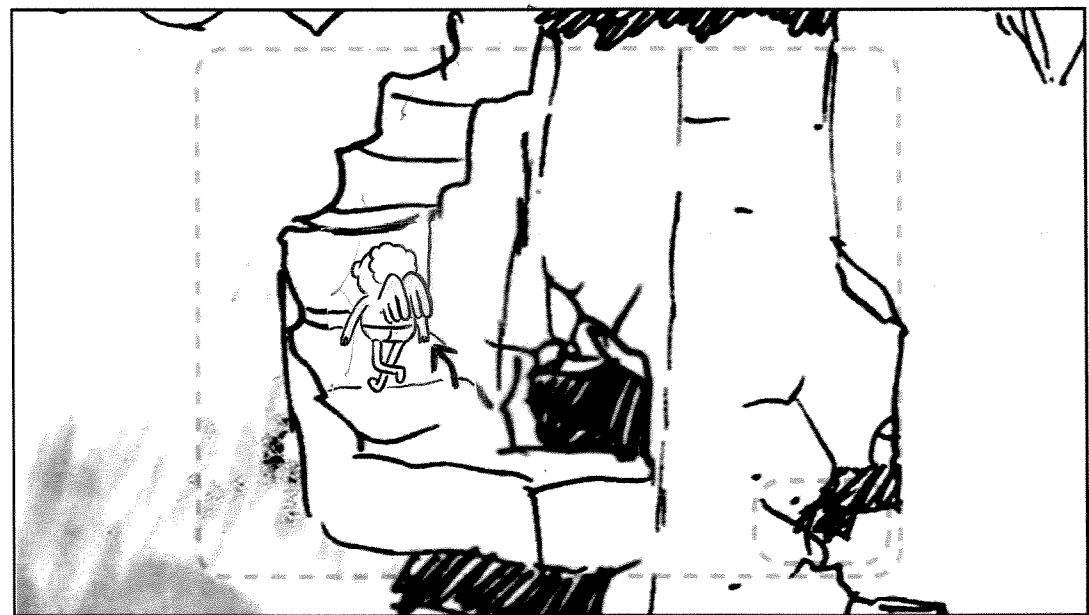
ADVENTURE TIME



Sc. 107 *L CONT* Pnl. I Bg. day night



Sc. 107 *L CONT* Pnl. J Bg. day night



Dialog:
Action: LH continues upwards
Timing: AUG 02 2013

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Production :

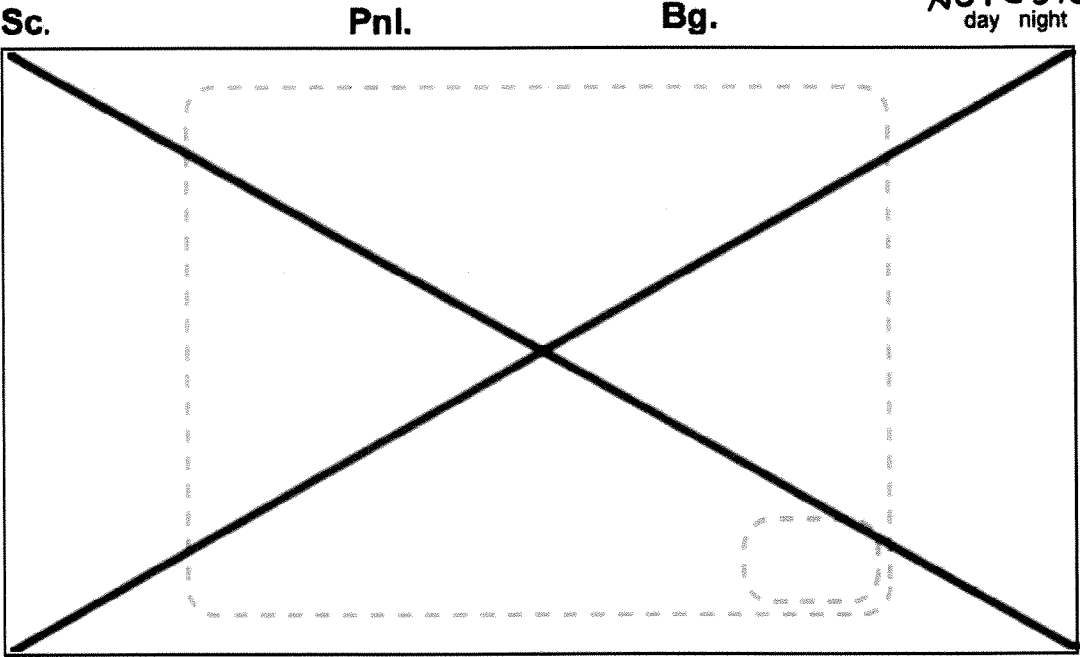
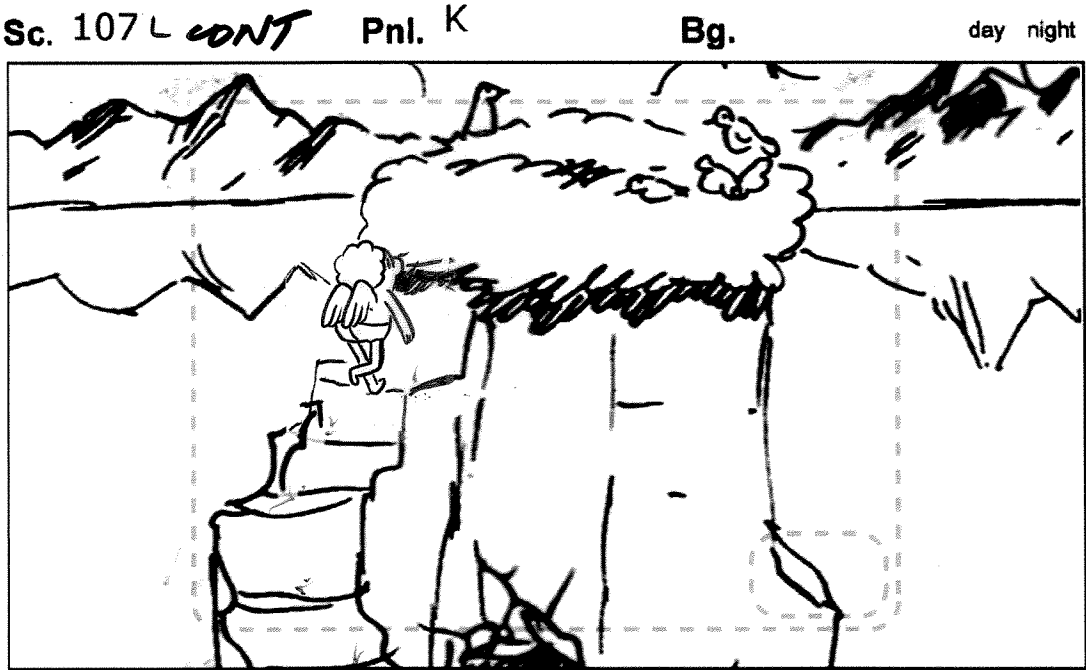
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ADVENTURE TIME



Dialog:
Action: LH ends at nest
Timing: AUG 02 2013

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Production :

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ADVENTURE TIME

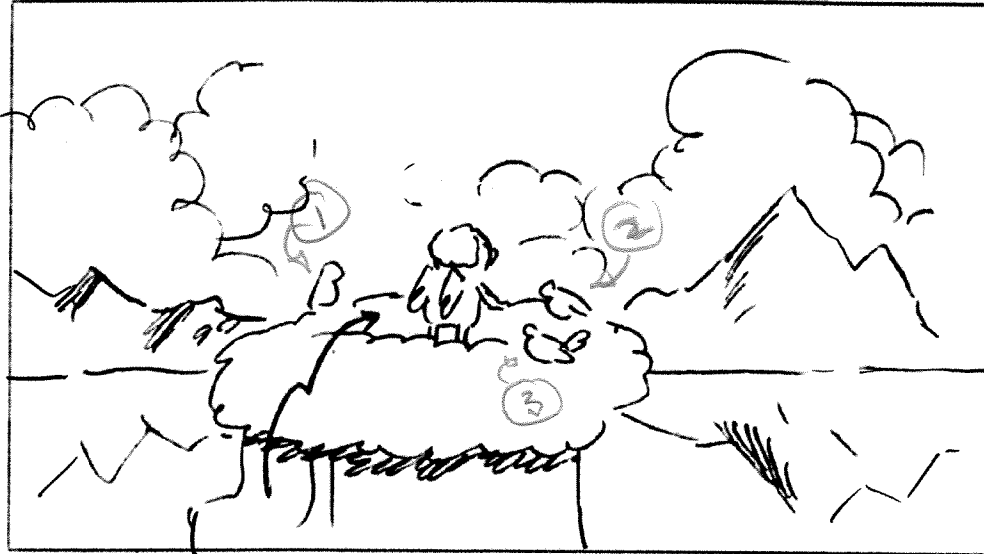


Page 106-x
106Y NEXT
day night

Sc. 107L **CONT** Pnl. L

Bg.

day night



Sc. 107M

Pnl. A

Bg.



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Dialog:

Action:

Timing:



LH LOOKS LEFT.

(A2)



LH. LOOKS SLIGHT RT.

(A1)



(OUT)



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Production:

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Ho cut

ADVENTURE TIME



Sc. 107N

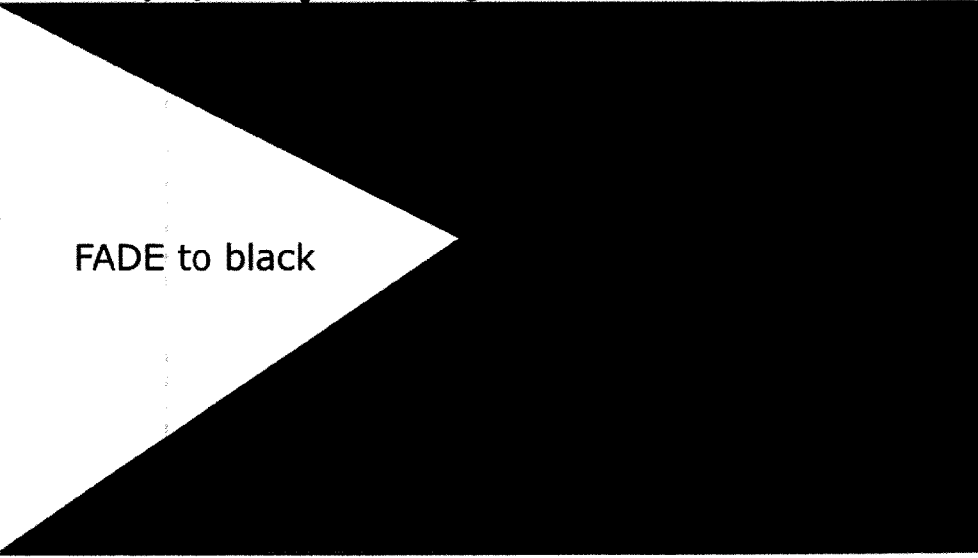
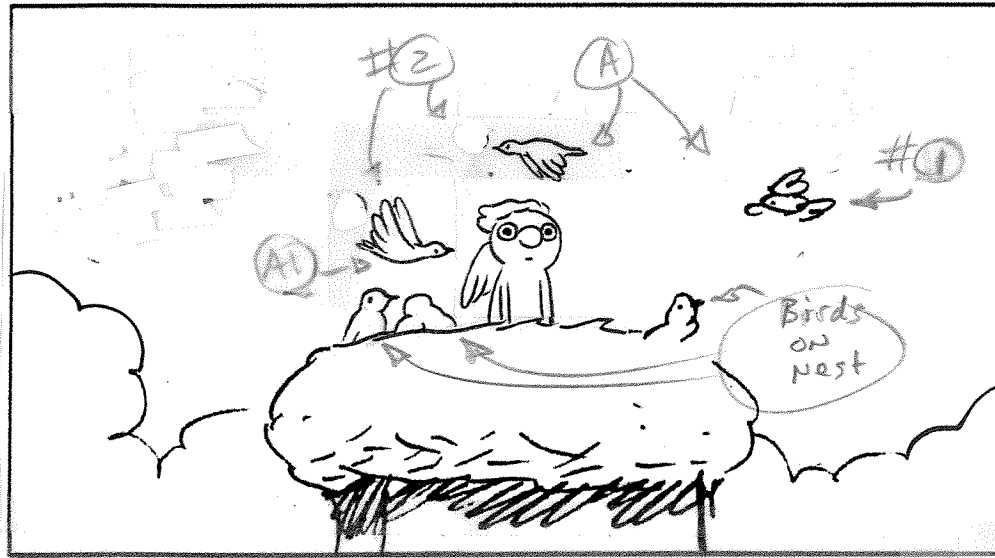
Pnl. A

Bg.

day night

Sc. 107 Next Pnl. B

Bg.



Timing:

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Production :

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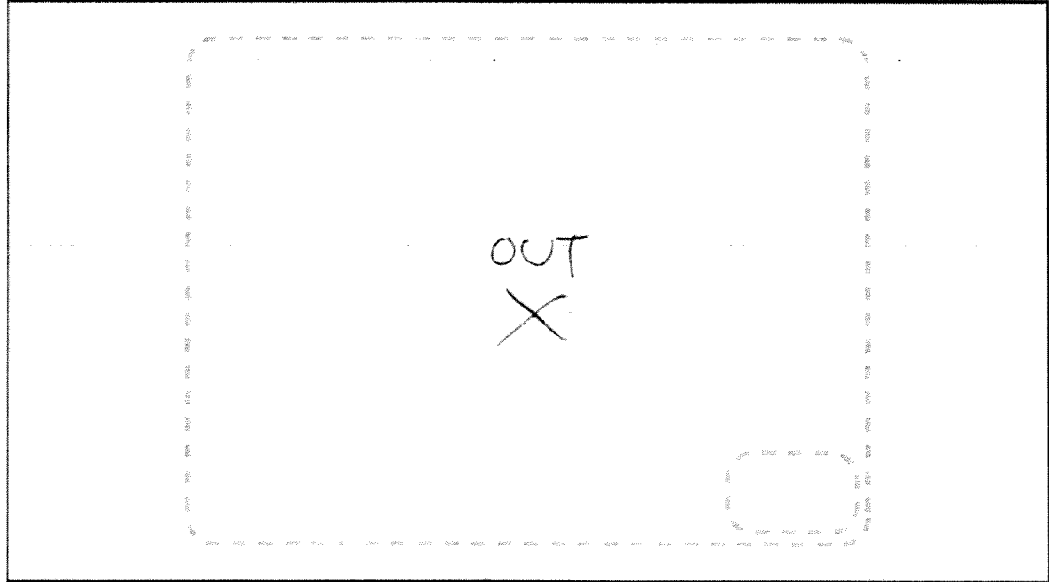
1014/157

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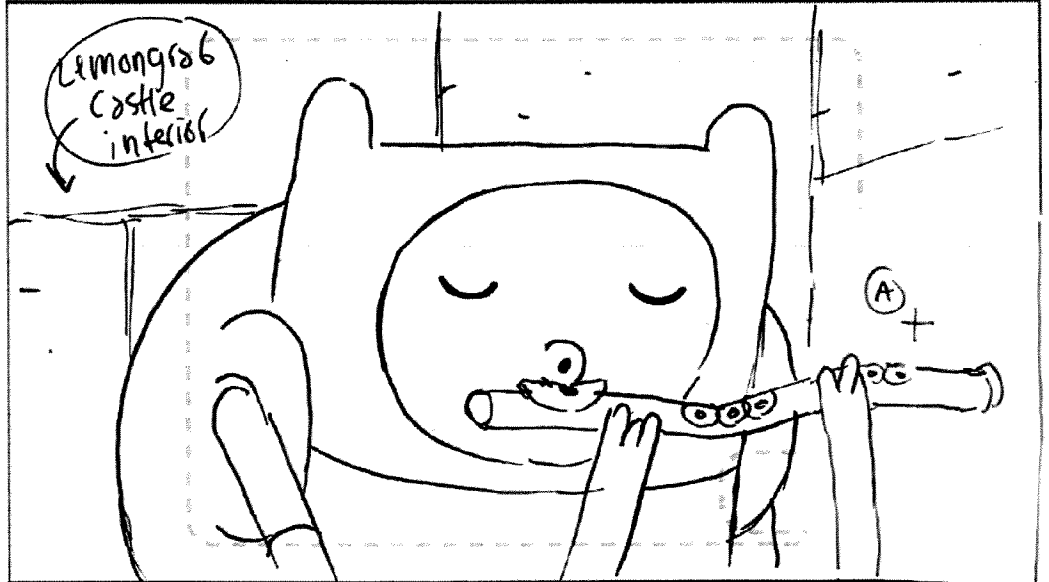
ADVENTURE TIME



Sc. Pnl. Bg. day night



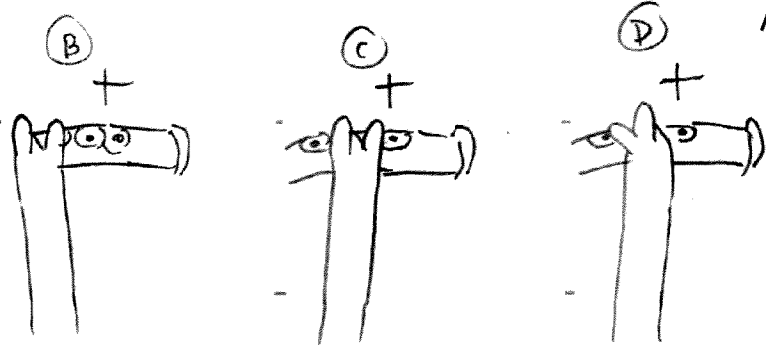
Sc. 108 Pnl. A Bg. day night



Dialog: ♪ (SFX:) tweetly tweetly tweet ♪

Action: ABAB etc.
CDCD etc.
-Finn plays flute

Timing:



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1014/157

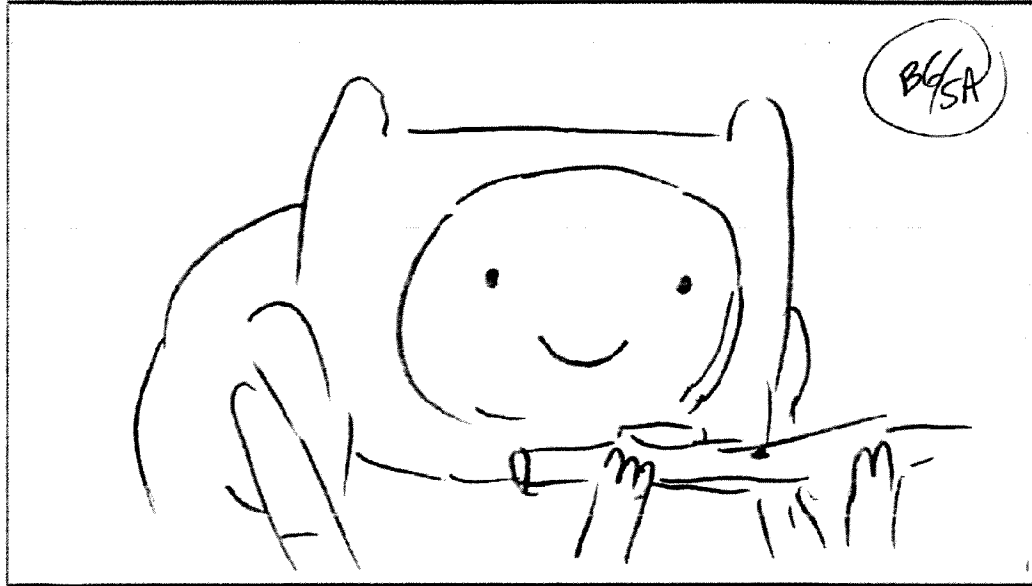
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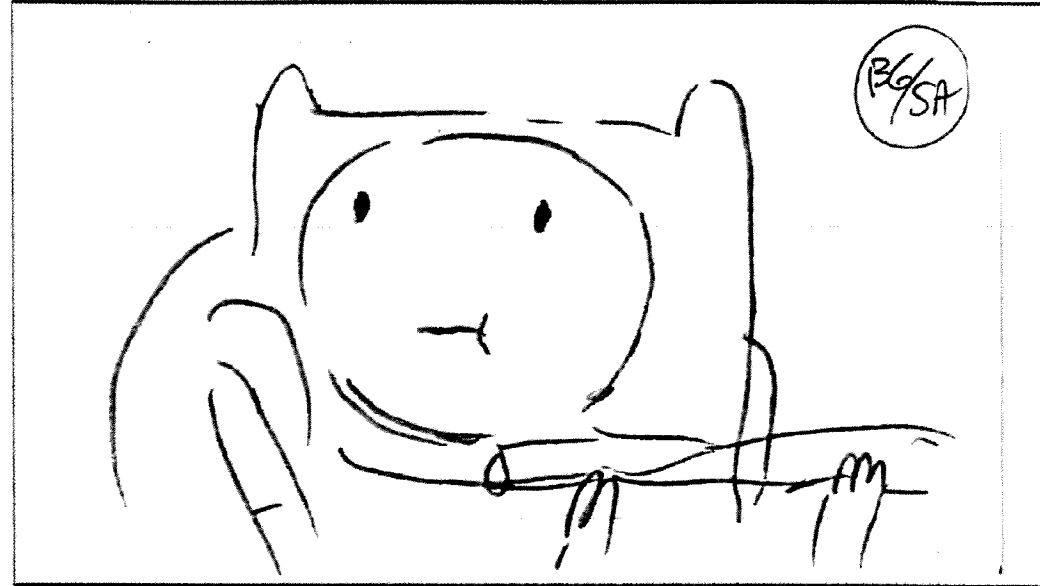


Page 108

Sc. 108 *CONT* Pnl. *B* Bg. day night



Sc. 108 *CONT* Pnl. *C* Bg. day night



Dialog:

(PB:O.S.): Y'know I was thinking Lemonhope, →

Action:

*- Finn hears PB
offscreen*

Timing:

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ADVENTURE TIME



Page 109

Sc. 109

Pnl. A

Bg.

day night

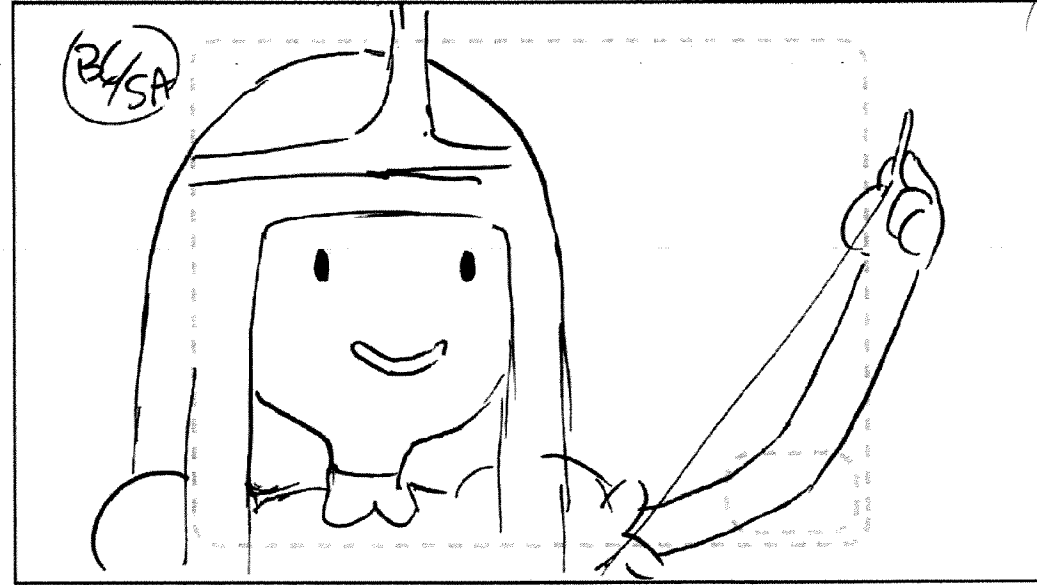
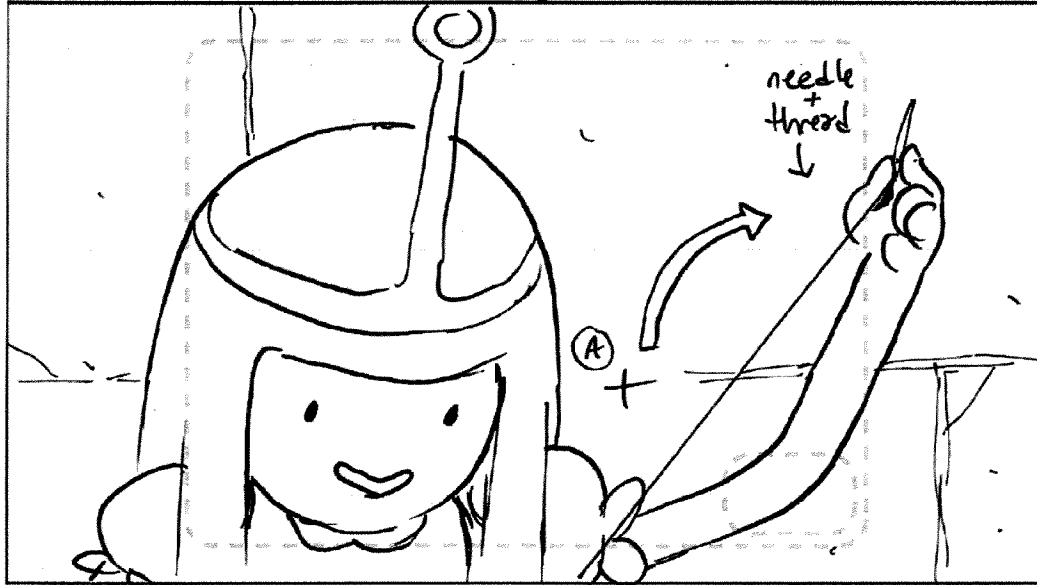
Sc. 109 *cont*

Pnl. B

Bg.

day night

cut



Dialog:

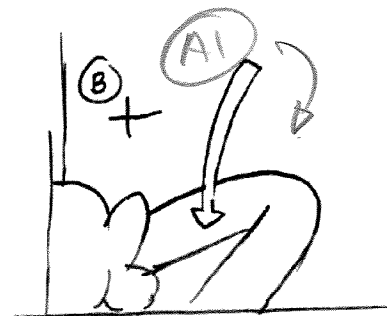
(PB:) Maybe you'd like to stay here in Lemongrab

while Lemongrab recovers.

Action: A B A B - sewing motion

- PB sews LG

Timing:



arm cycling

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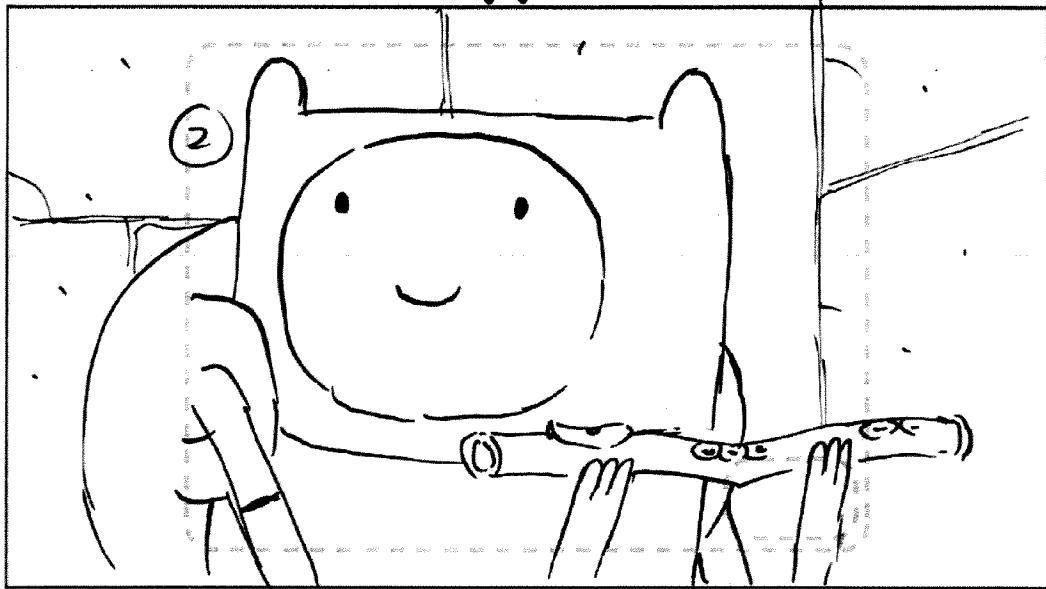
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ADVENTURE TIME

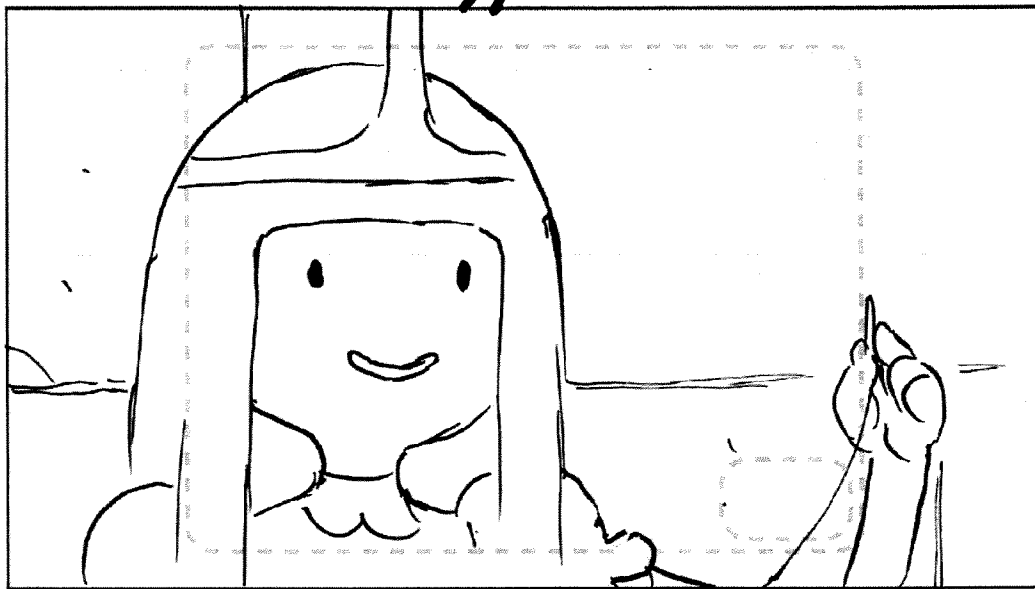


Page 110

Sc. 110 Pnl. A Bg. day night



Sc. 111 Pnl. A Bg. day night



Dialog: (PB) (O.S.): ① Every kingdom needs a champion. ② →

PB and you're a true champion if I've ever seen one.

Action:



-PB'S ARM STATIONARY

Timing:

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ADVENTURE TIME



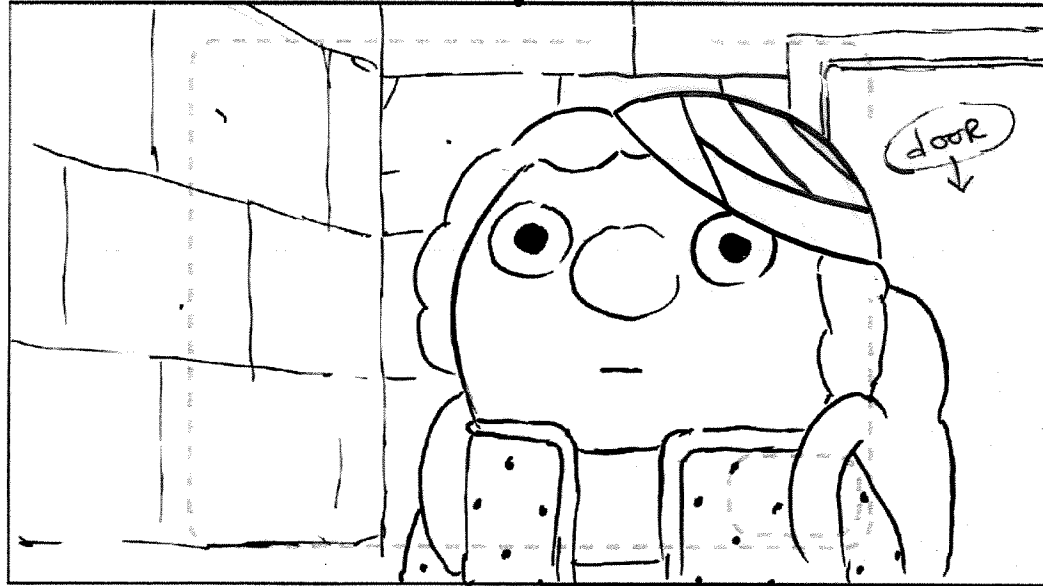
Page 111

Sc. 112

Pnl. **A**

Bg.

day night

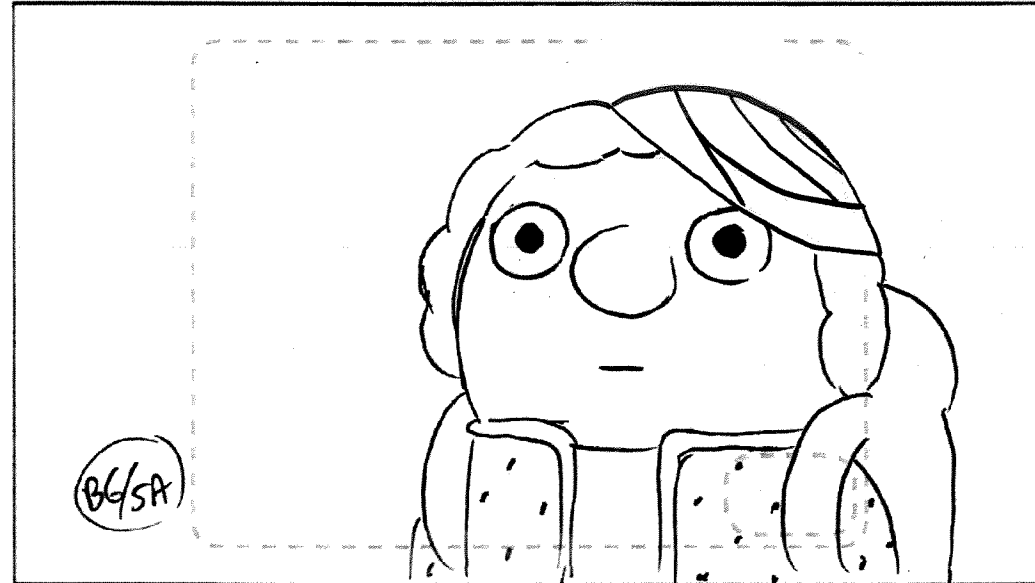


Sc. 112 **CONT**

Pnl. **B**

Bg.

day night



Dialog:

(PB) (OS): Plus I already set up
a little room for you.

— BEAT —

Action:

Timing:

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Production :

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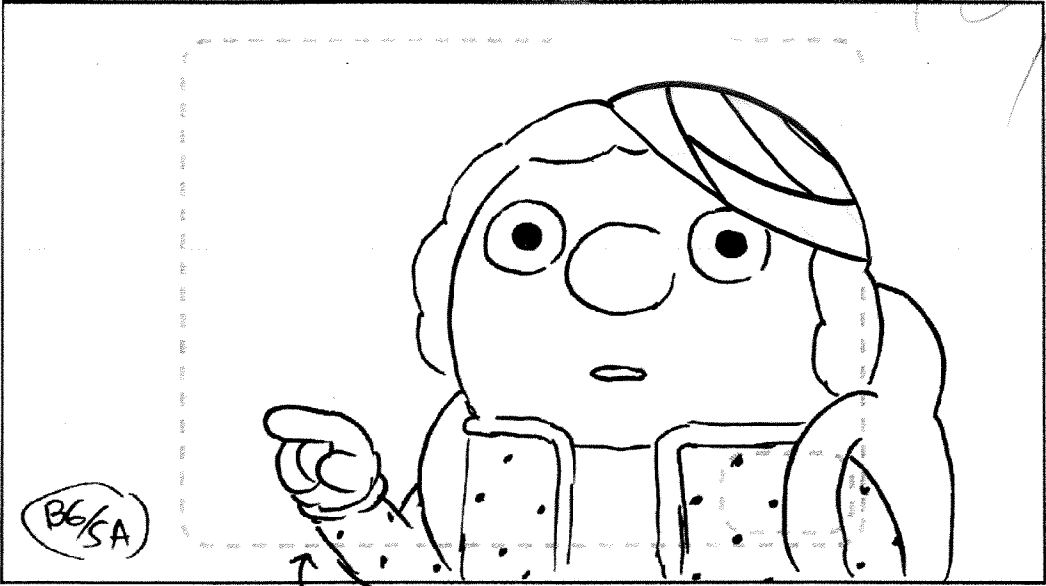
ADVENTURE TIME



Page 112

Sc. 112 *cont* Pnl. *C* Bg.

day night

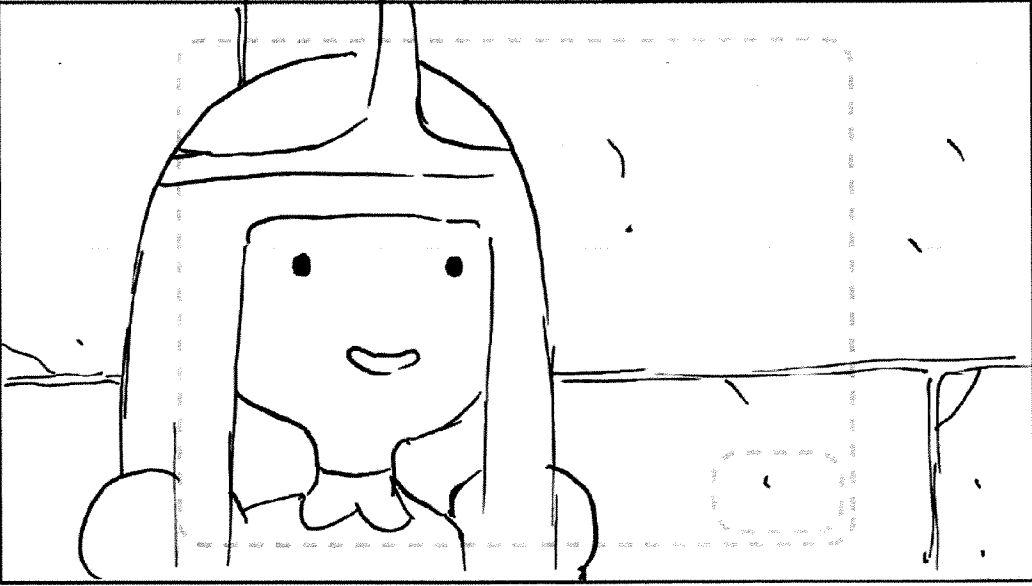


Sc. 113

Pnl. *A*

Bg.

day night



Dialog:

(LH:) Is he gonna stay like that?

(PB) Like what?

Action:

Timing:

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Production :

1014-157

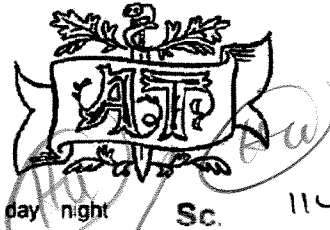
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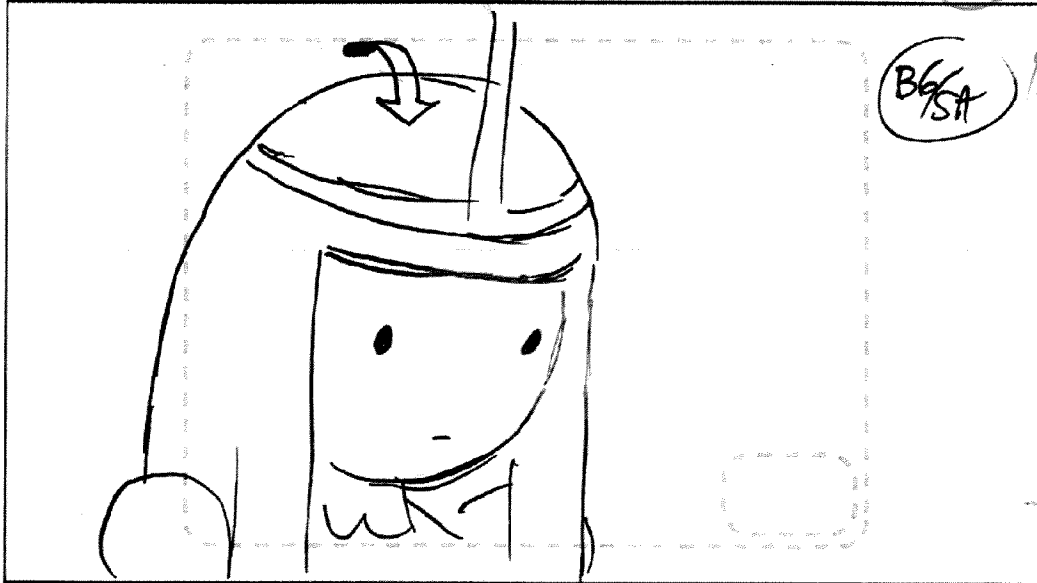
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ADVENTURE TIME

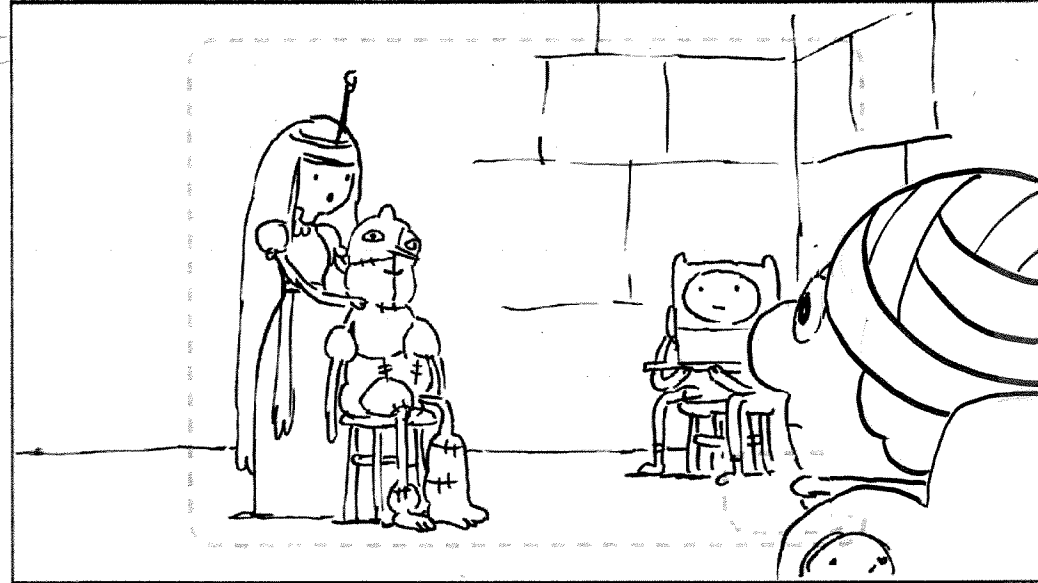


Page 113

Sc. 113 *cont* Pnl. **B** Bg.



Sc. 114 Pnl. **A** Bg. day night



Dialog:

(PB) ① Oh,
② no no no no no-

Action: -PB LOOKS DOWN.

Timing:

could be cool if ~~the~~ Lemonwhite has grown pale from being in the stomach so long - then the Frankenstein version will look even more patchwork



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ADVENTURE TIME



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Sc. 114 *cont* Pnl. B Bg.

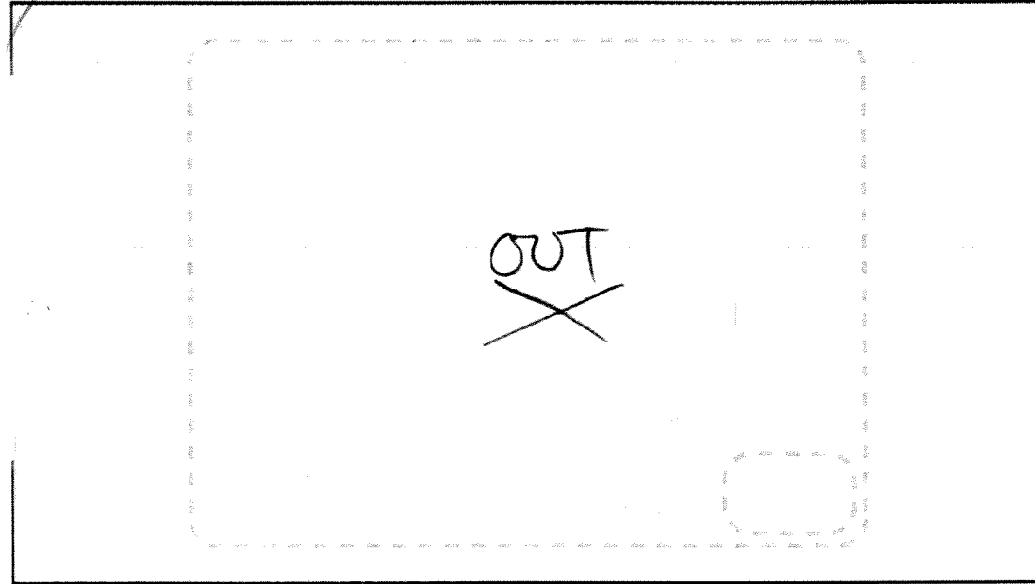
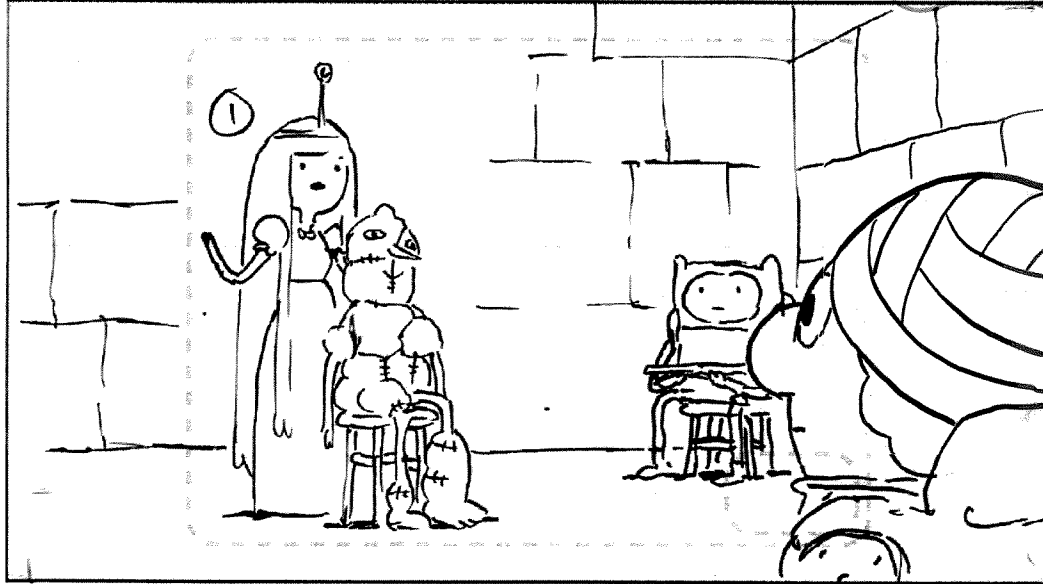
day night

Sc.

Pnl.

Bg.

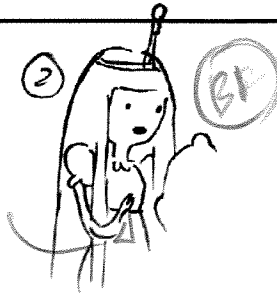
day night



Dialog:

(PB) ① once his brains and bodies reknit ② he should be back to his lonely old self.

Action:



Timing:

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ADVENTURE TIME

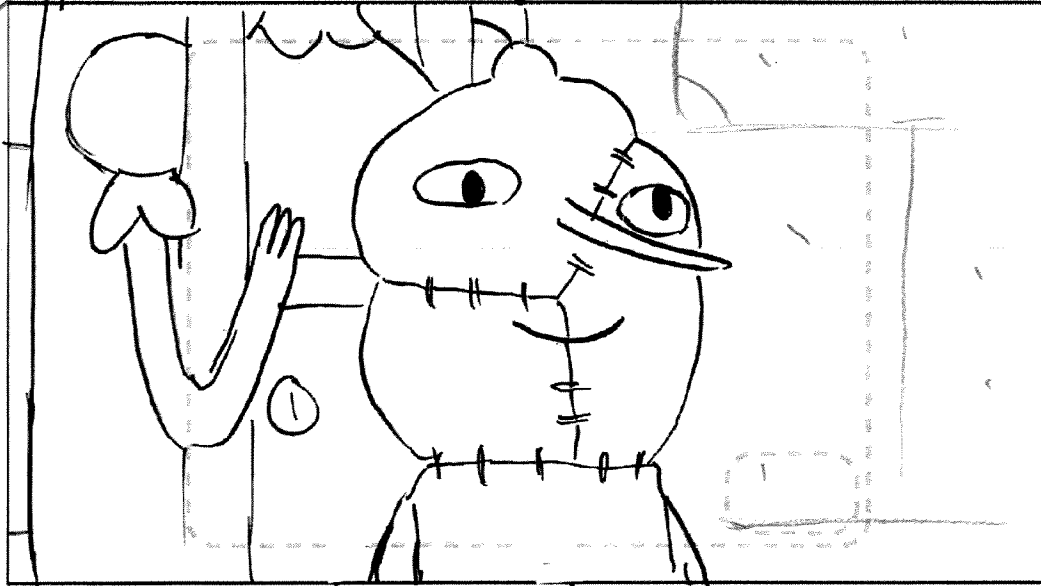


Sc. 115

Pnl. A

Bg.

day night



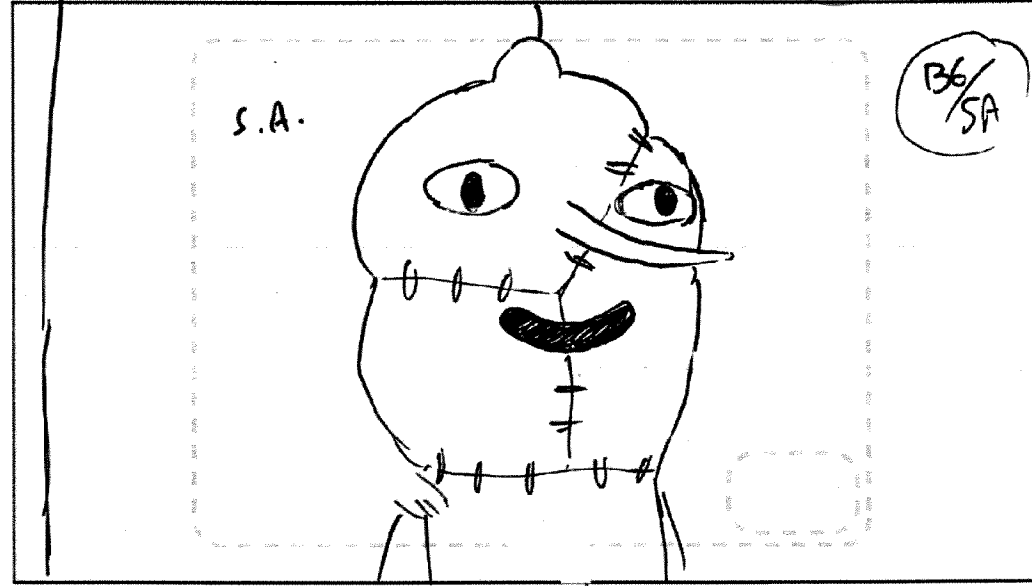
Sc. 115

cont

Pnl. B

Bg.

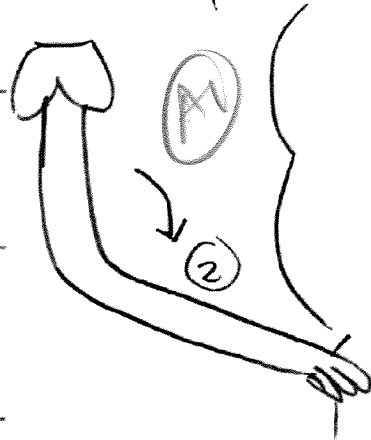
Page 115
day night



Dialog: (PP) (OS) which seems to be his only stable relationship model.

Action:

Timing:



(LG:) ♪ meeee! ♪

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ADVENTURE TIME



Sc. *116*

116

Pnl. *A*

A

Bg.

day night

Sc.

117

Pnl. *A*

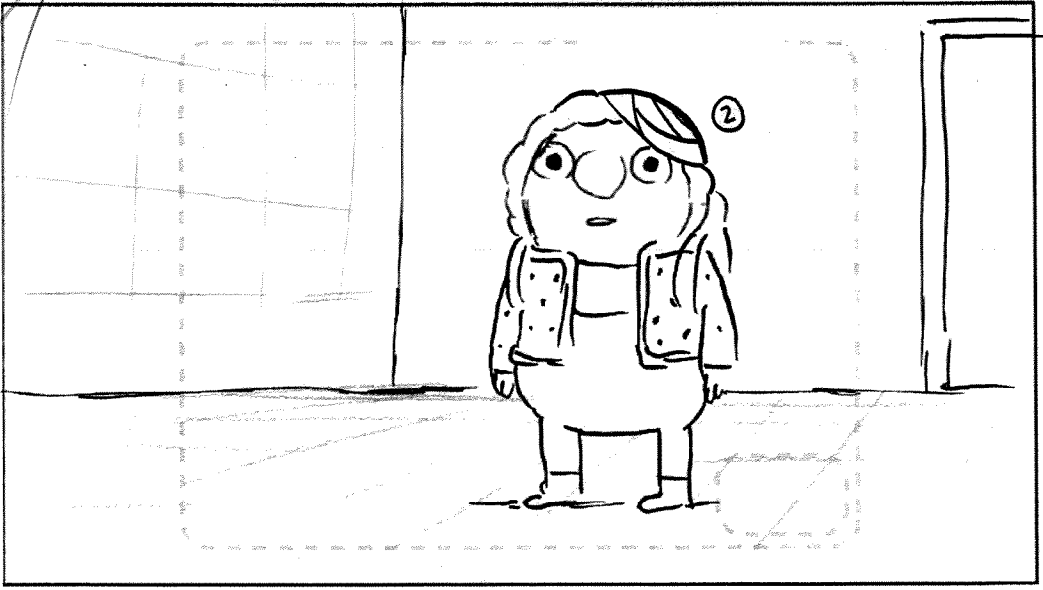
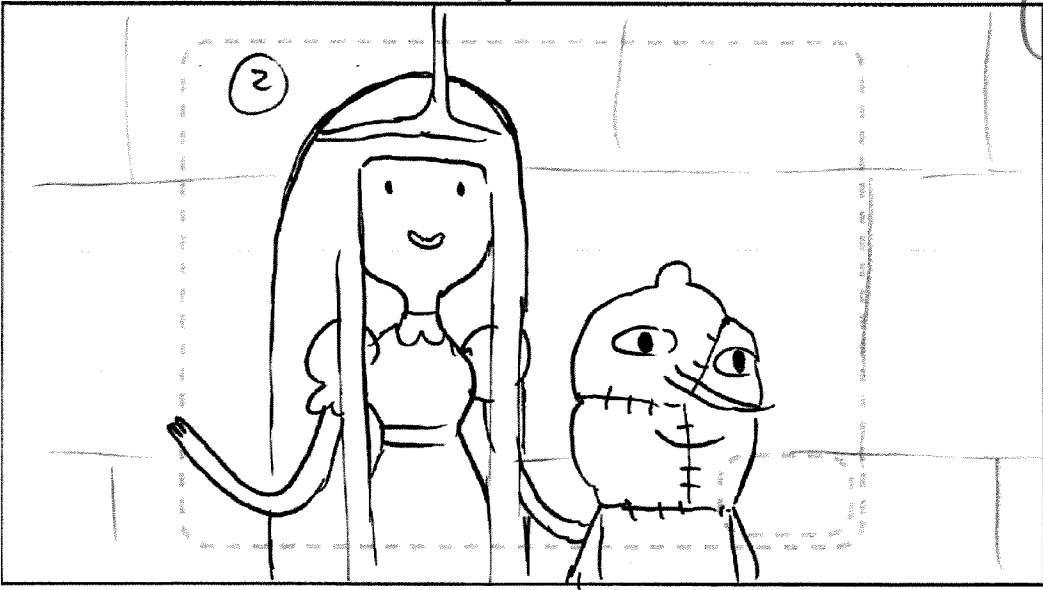
A

Bg.

Page *116*

day night

cut



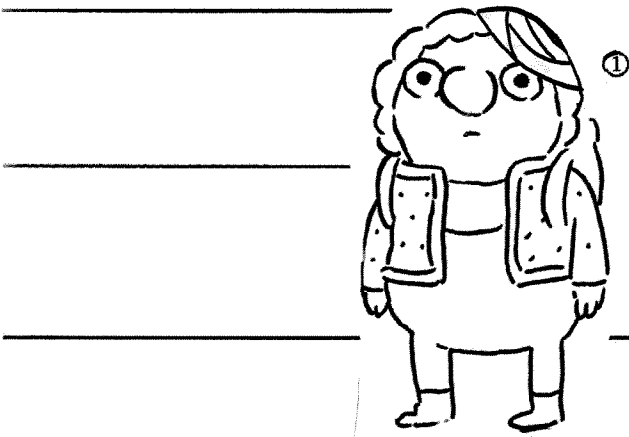
Dialog: *(PB)* ① So will you stay, Lemonhope, and help your people once more?

Action:

Timing:



(LH) Nah, that's okay.



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ADVENTURE TIME



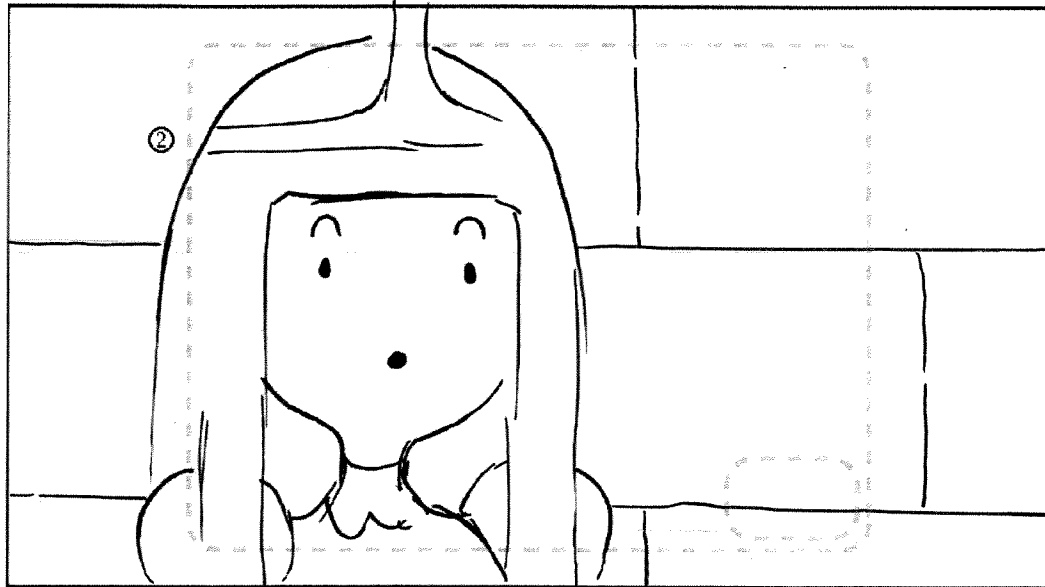
Page 117

Sc. 118

Pnl. A

Bg.

day night

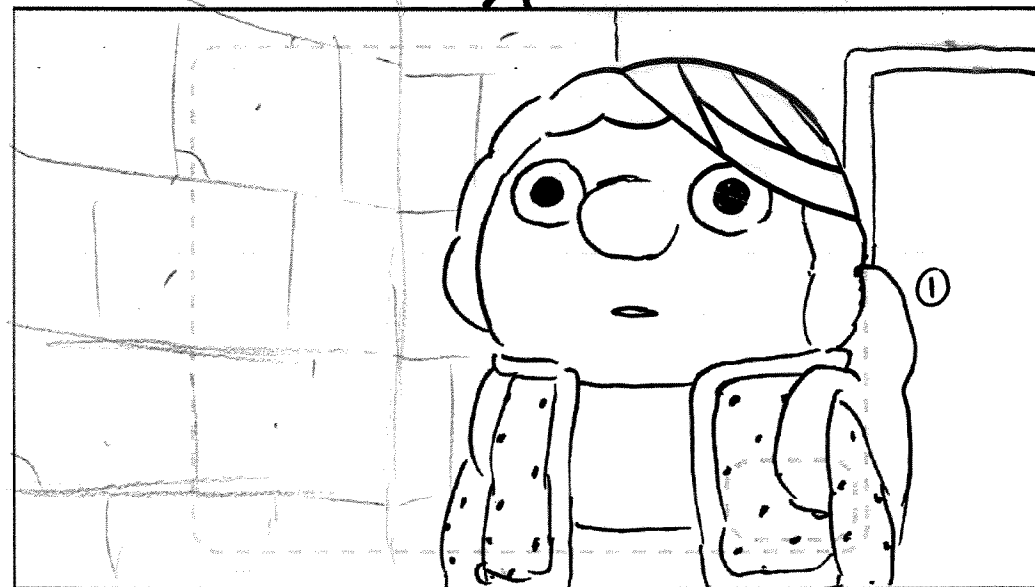


Sc. 119

Pnl. A

Bg.

day night



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Dialog:

① Oh...
② but I thought...

Action:

Timing:

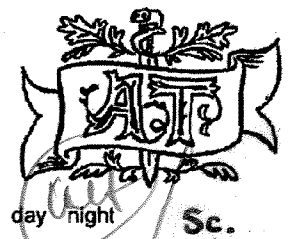
LH: ① I MEAN, YOU GUYS ARE COOL 'N ALL, BUT ② I MOSTLY CAME BACK HERE SO I COULD STOP ③ THINKING ABOUT Y'ALL ALL THE ④ TIME.

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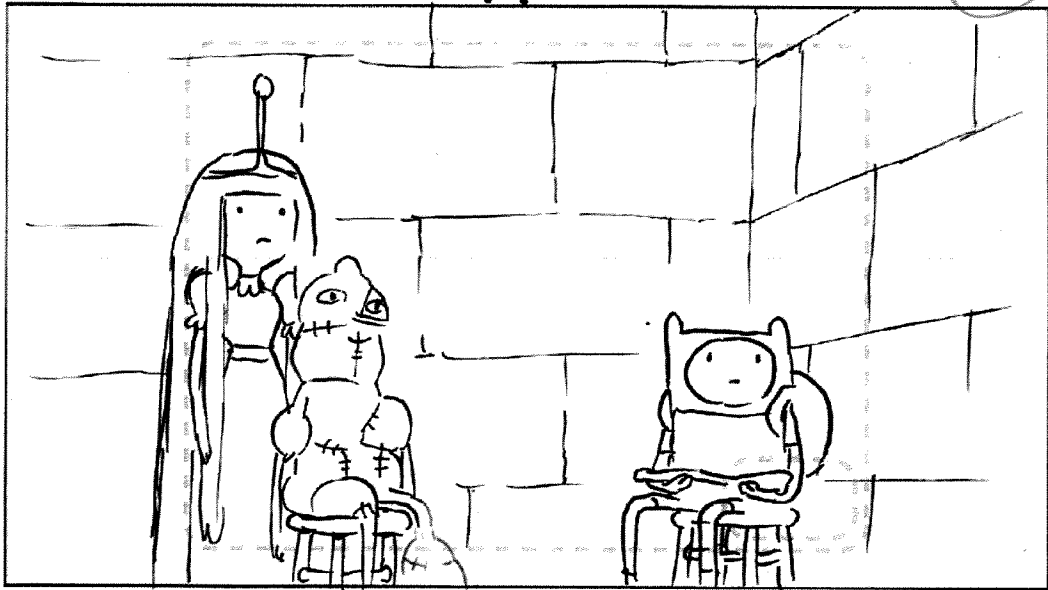


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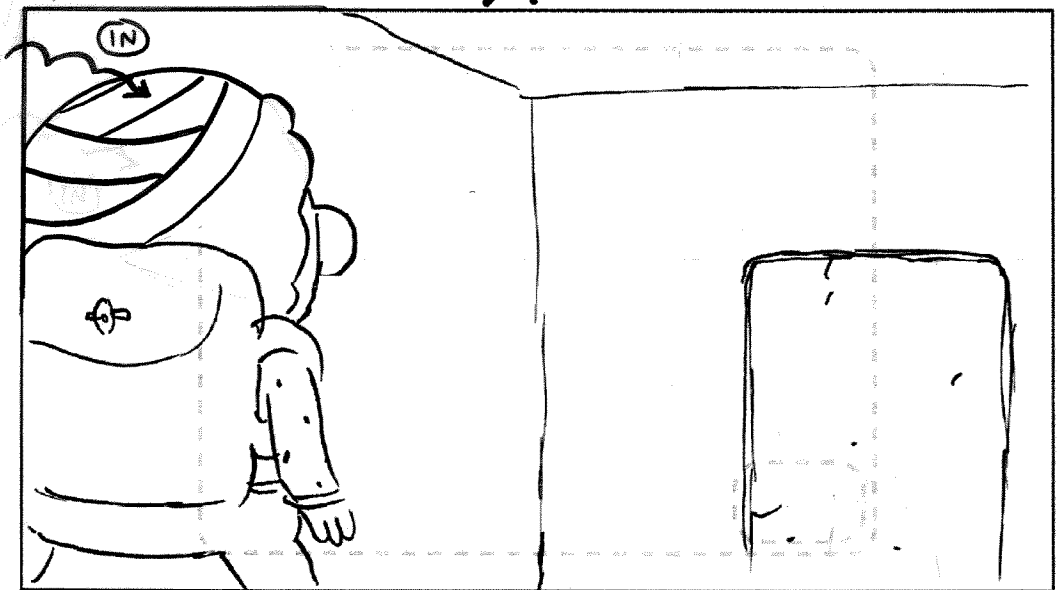
ADVENTURE TIME



Sc. 120 Pnl. A Bg. day night



Sc. 121 Pnl. A Bg. day night



Dialog:	(LH) (OS) I'll be back when I'm tired of being free... → (LH:) See you in a thousand years I guess, →
Action:	- LH WALKS ON/S.
Timing:	AUG 02 2013

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Production :

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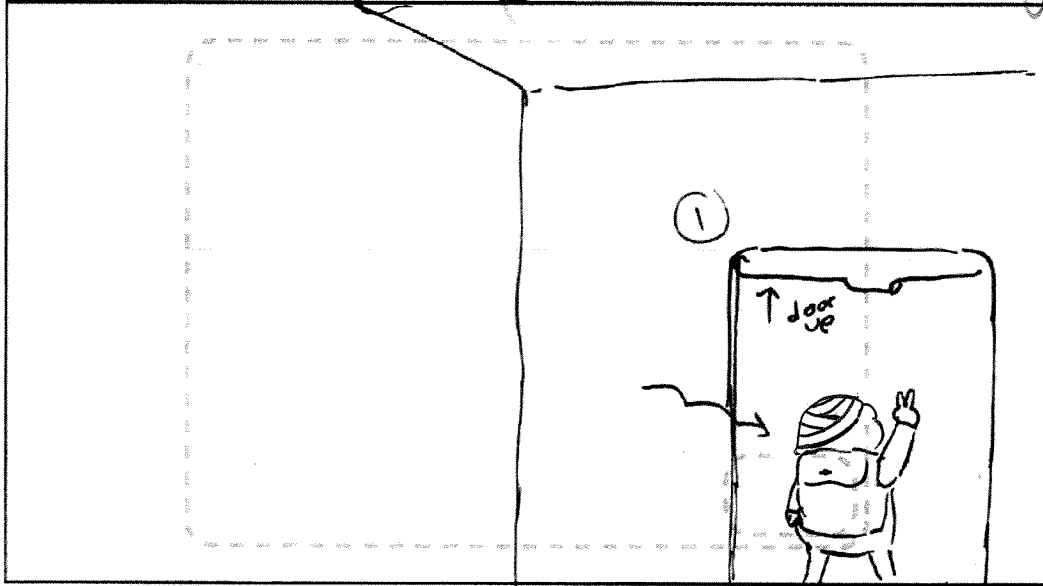
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ADVENTURE TIME

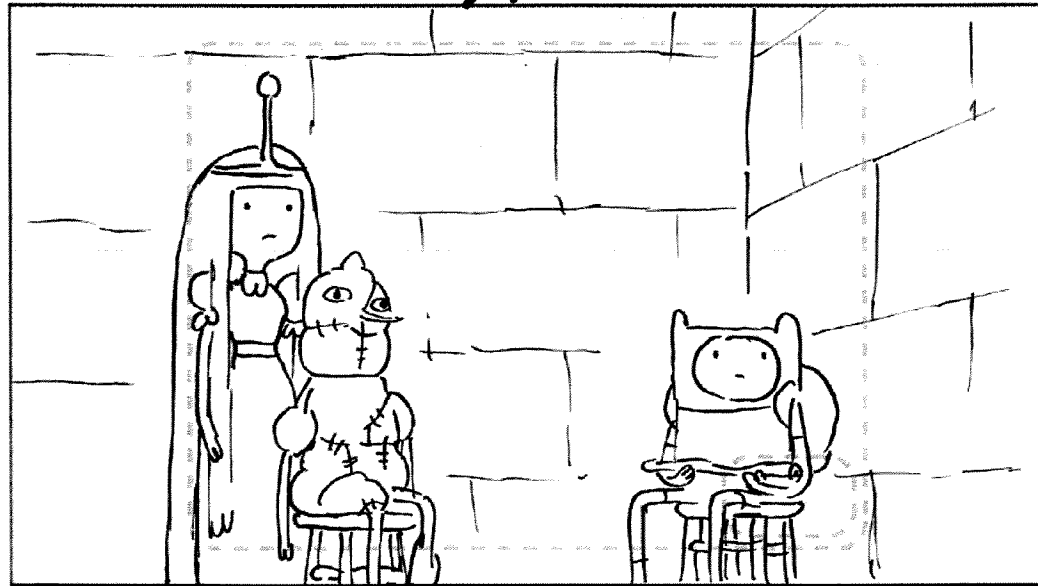


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Sc. 121 *CONT* Pnl. *B* Bg. day night



Sc. 122 Pnl. *A* Bg. day night



Dialog:

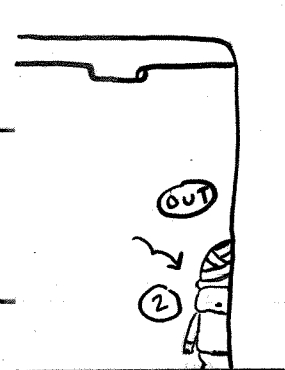
(LH:) Peace.

SFX: * footsteps footsteps *
* door close *

Action:

- LH flashes peace sign as he walks out

Timing:



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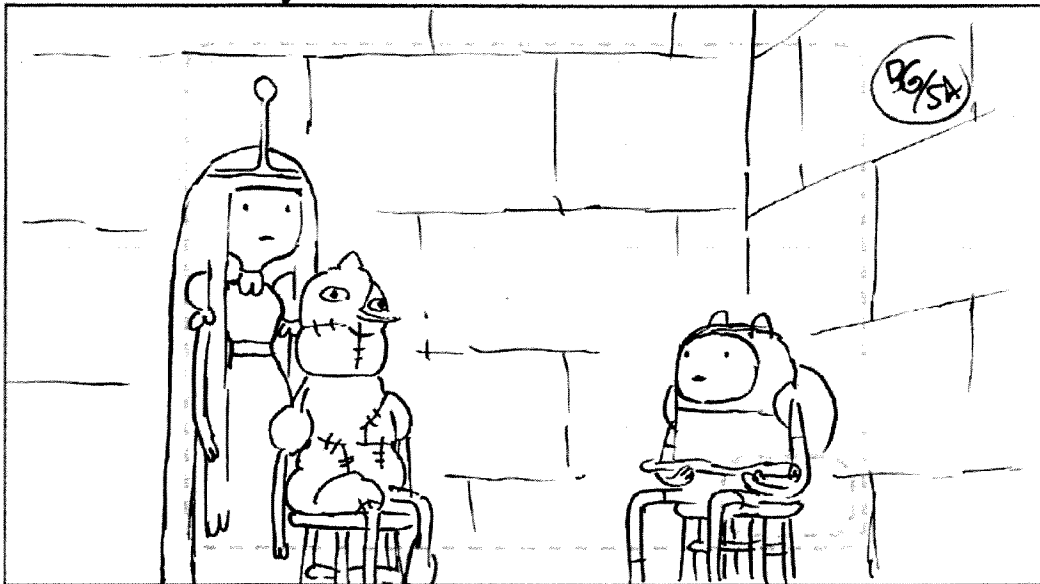
(B1)

ADVENTURE TIME

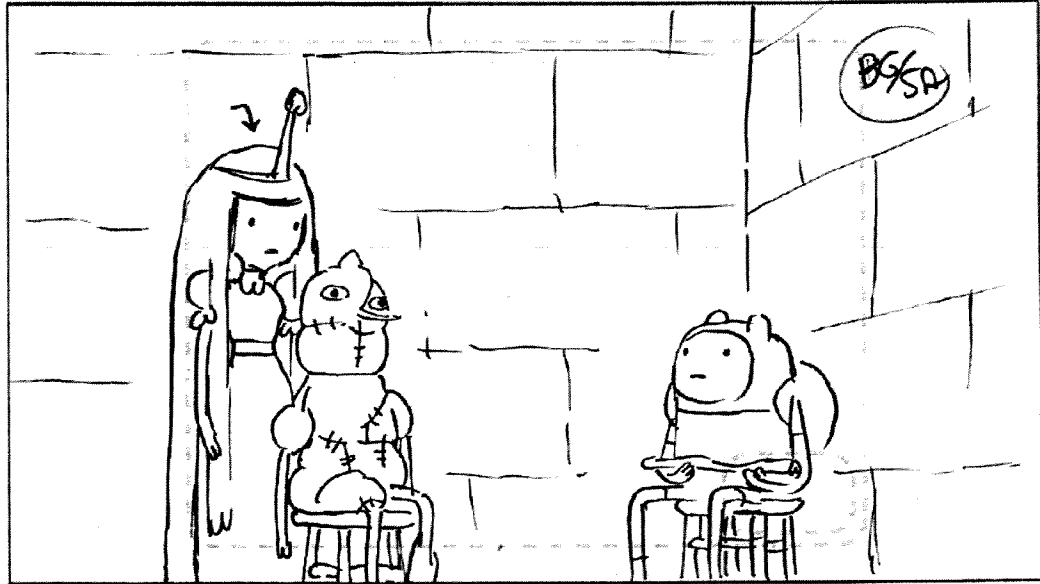


Page 120

Sc. 122 *CONT* Pnl. B Bg. day night



Sc. 122 *CONT* Pnl. C Bg. day night



Dialog:

(FINN) Wow I really thought
he was gonna stay.

(PB:) me too...

Action:

Timing:

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ADVENTURE TIME



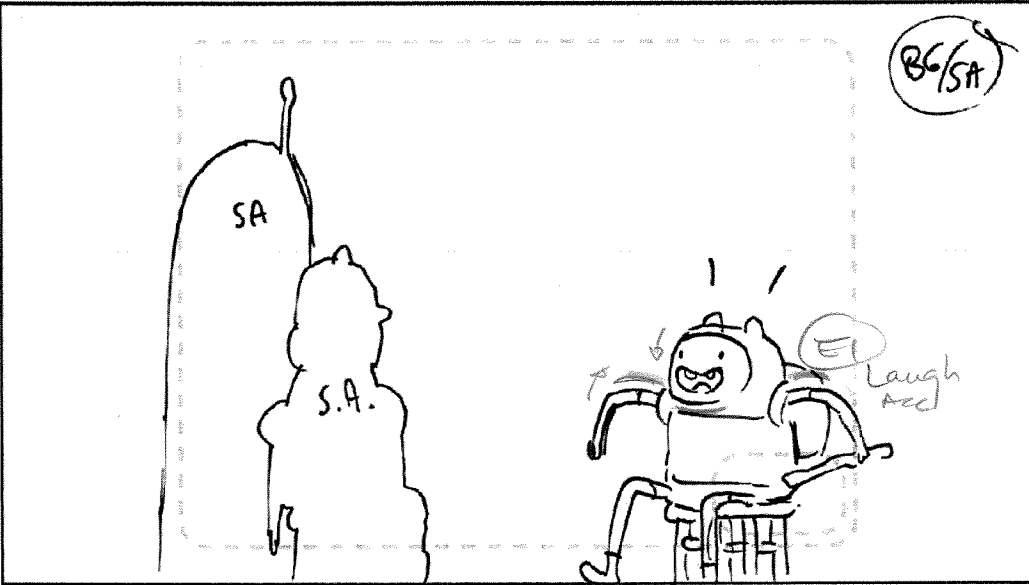
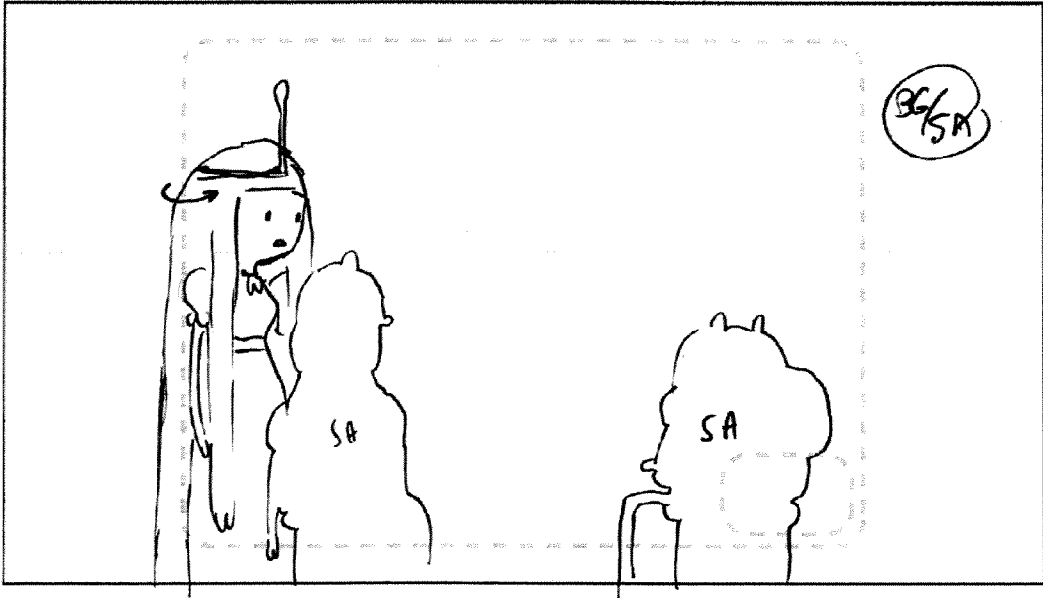
Page 121

Sc. 122 *cont* Pnl. *D* Bg.

day night

Sc. 122 *cont* Pnl. *E* Bg.

day night



Dialog:

PB: I even wrote a song about it...

FINN: Ha ha ha ha ha ha!!

Action:

Timing:

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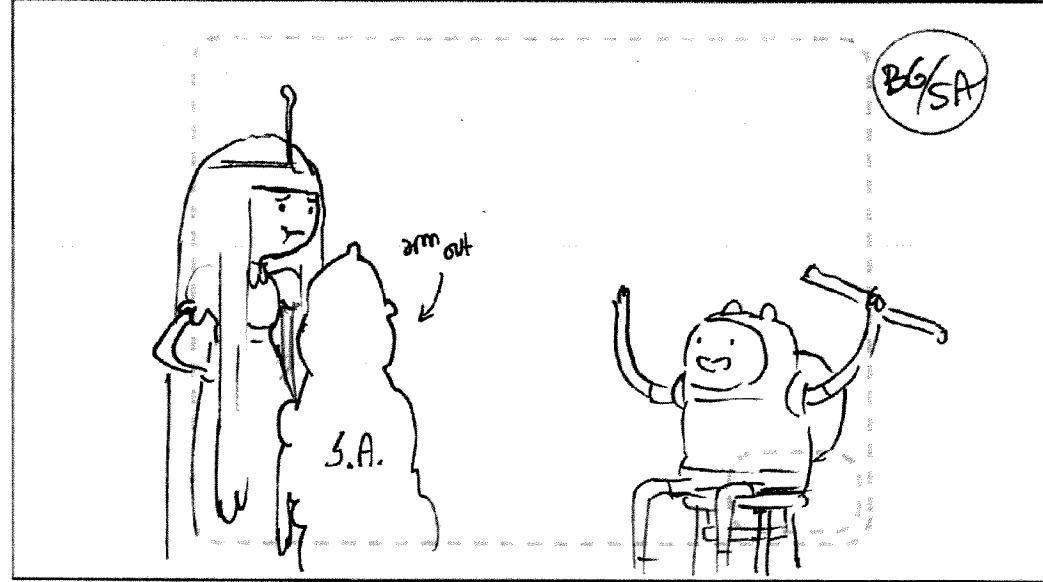
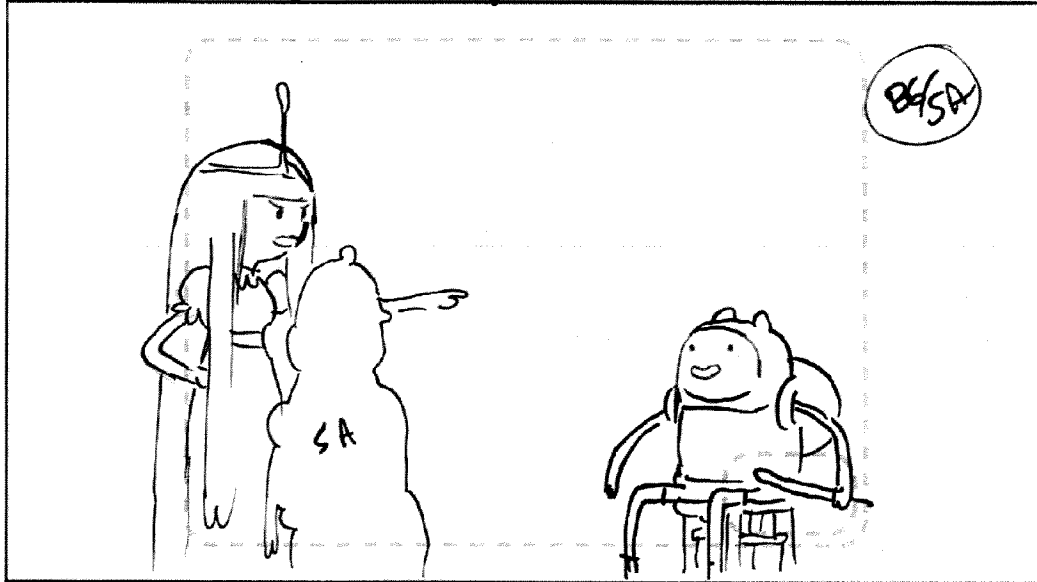
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ADVENTURE TIME



Page 122

Sc. 122 **CONT** Pnl. **F** Bg. day night **SA** 122 **CONT** Pnl. **G** Bg. day night



Dialog: (PB) Hey - don't laugh!

(F:) Lemme hear it!

Action:

Timing:

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ADVENTURE TIME



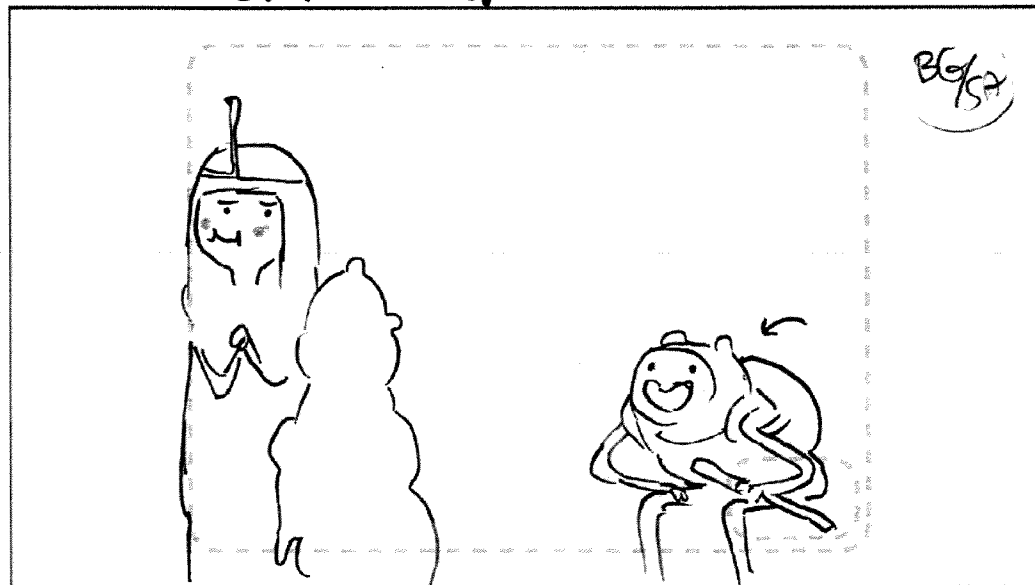
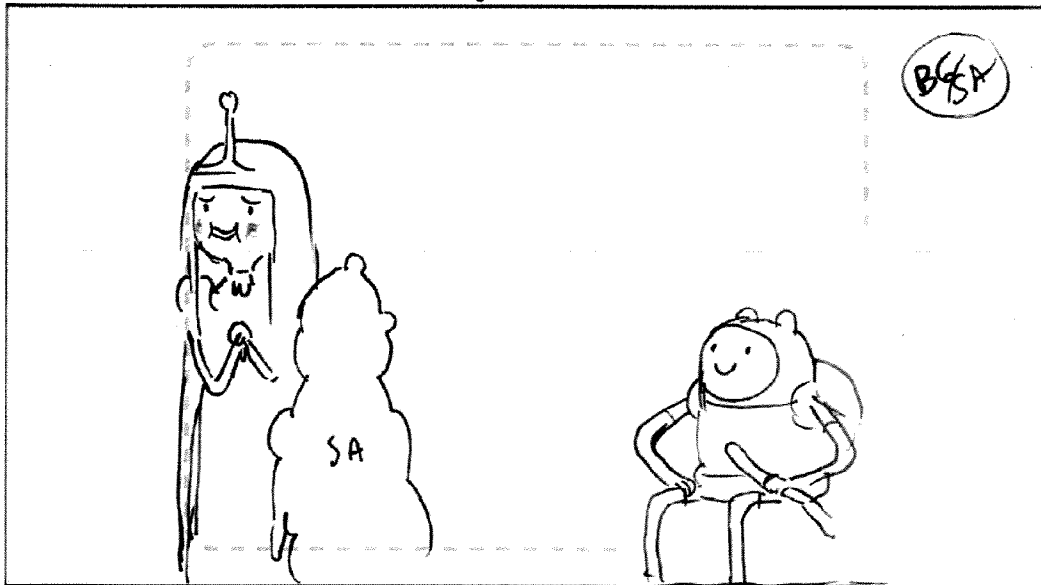
Page 123

Sc. 122 *CONT* Pnl. *H* Bg.

day night

Sc. 122 *CONT* Pnl. *F* Bg.

day night



Dialog:

(PA) no - it's terrible
(getting lighthearted)

(F:) C'MON!

Action:

Timing:

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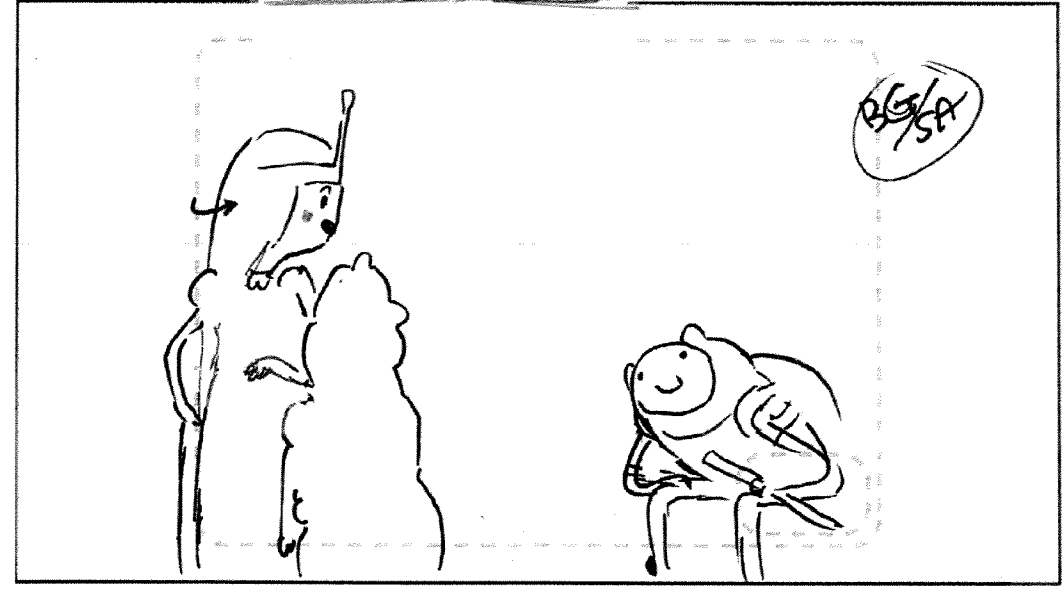
1014/157

ADVENTURE TIME

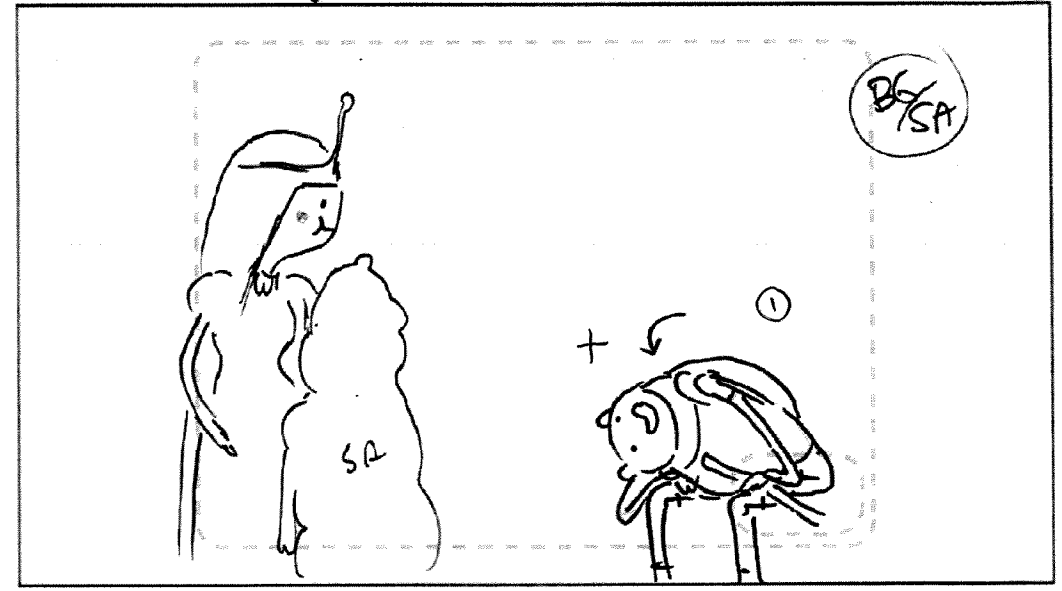


Page 124

Sc. 122 *WNT* J Bg. day night



Sc. 122 *WNT* Pnl. K Bg. day night



Dialog: (PB) (good natured) NO! (FINN) C'mon, do it do it do it do it do it →

Action:

Timing:



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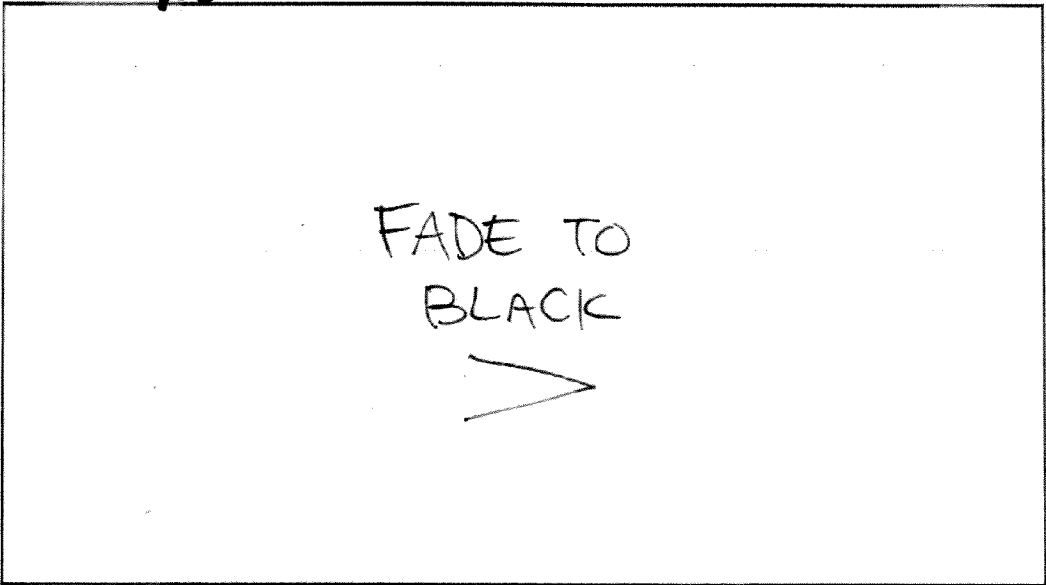
1014/157

ADVENTURE TIME

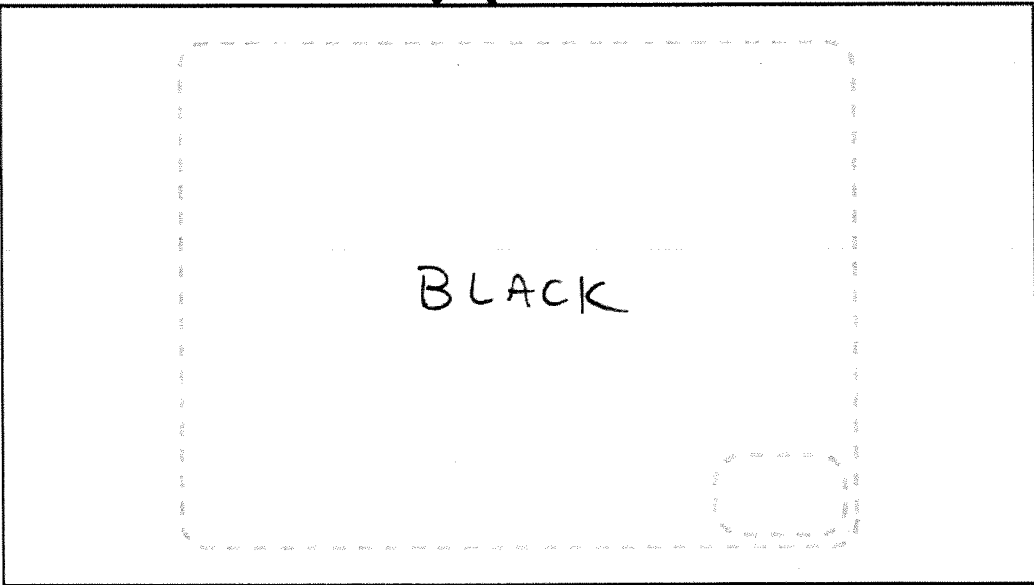


Page 129

Sc. *PB cont* Pnl. *L* Bg. day night



Sc. *122 cont* Pnl. *M* Bg. day night



Dialog: *(FINN) (cont.)* → *doitdoitdoitdoitdoitdoit - (interrupted)* *(PB)* *Okay! okay!*
(good natured)

Action:

Timing:

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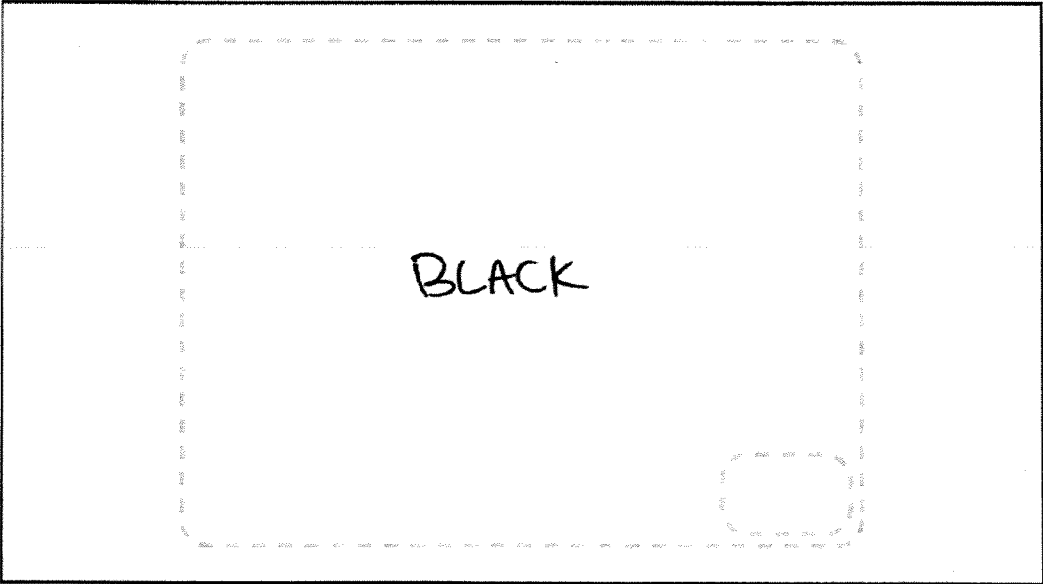
ADVENTURE TIME



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Sc. 122 *cont* Pnl. *N* Bg.

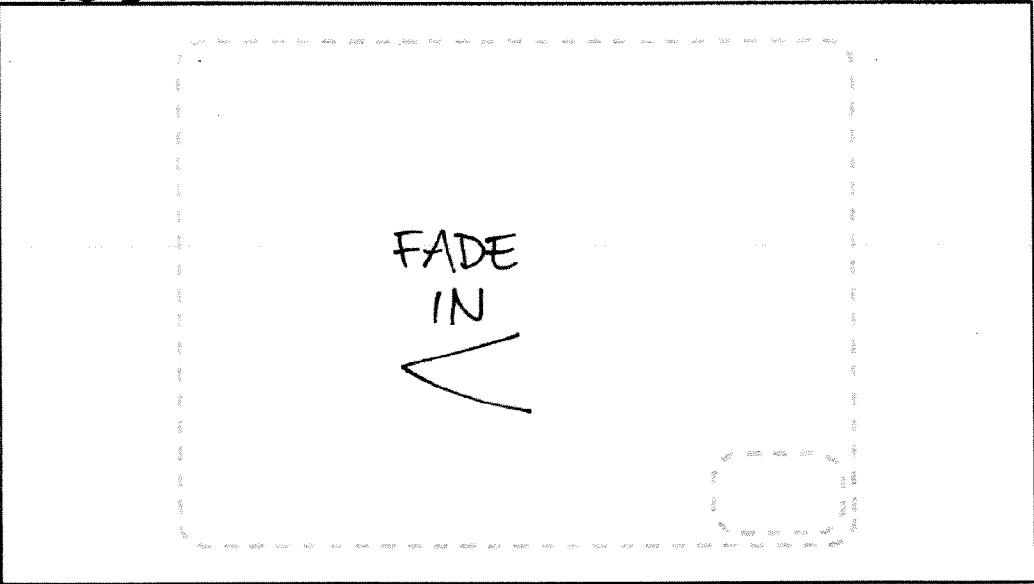
day night



Sc. 122 *cont* Pnl.

Bg.

day night



Dialog:

- BEAT -

Action:

Timing:

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Production :

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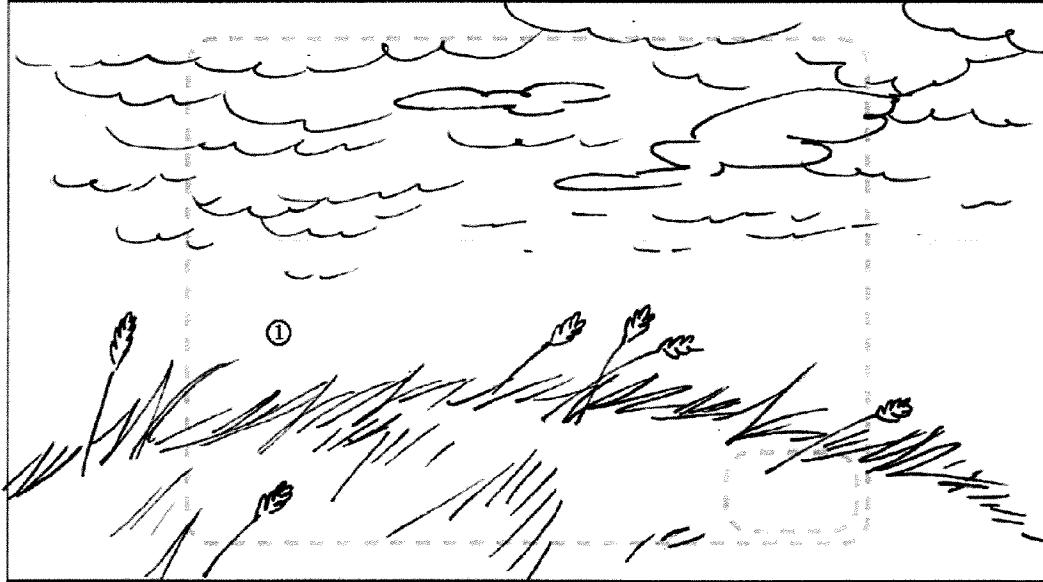
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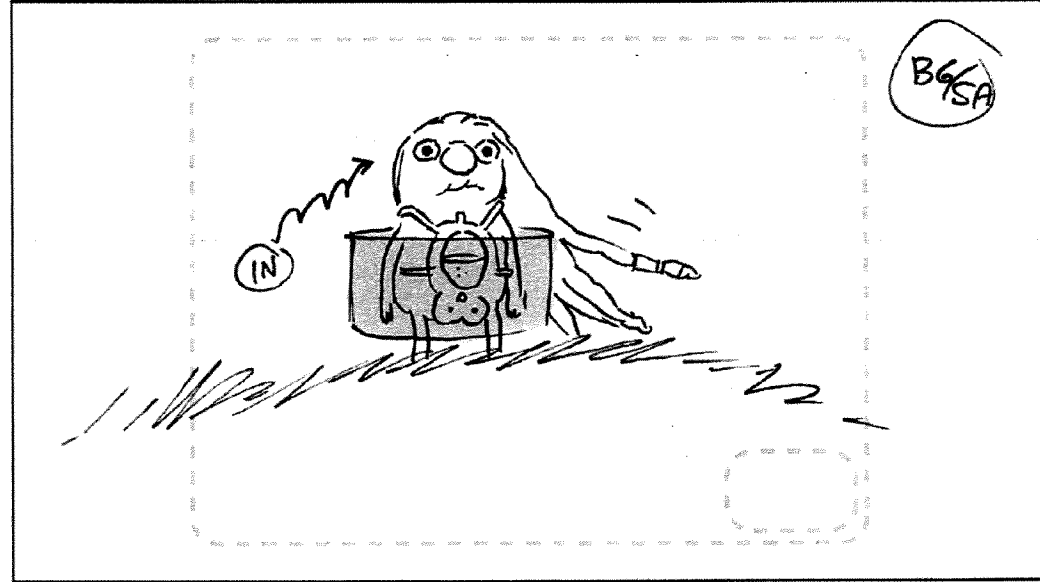


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Sc. 123 Pnl. A Bg. day night



Sc. 123 ~~cont~~ Pnl. B Bg. day night

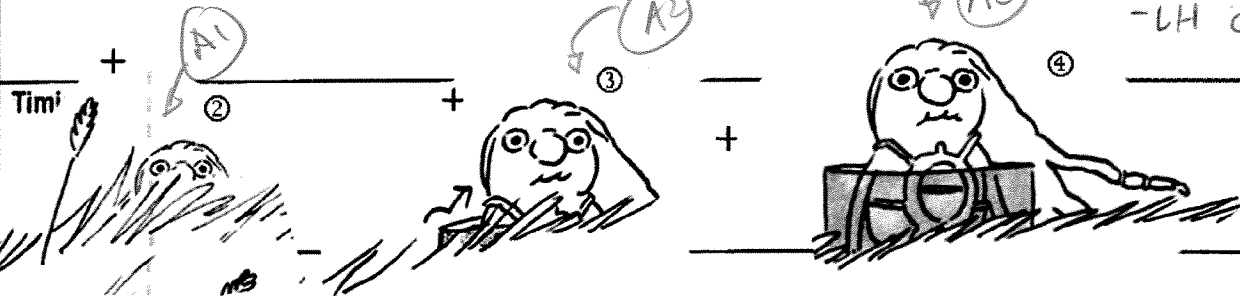


Dialog:

PRINCESS BUBBLEGUM: (O.S.): ♪ Young Lemonhope, ♪
[maybe put a bunch of reverb on it? stretch it out?]

Action: - wind blows, grass sways in breeze

- LH'S Dreadlocks blow in breeze
- LH CRESTS HILL.



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Production :

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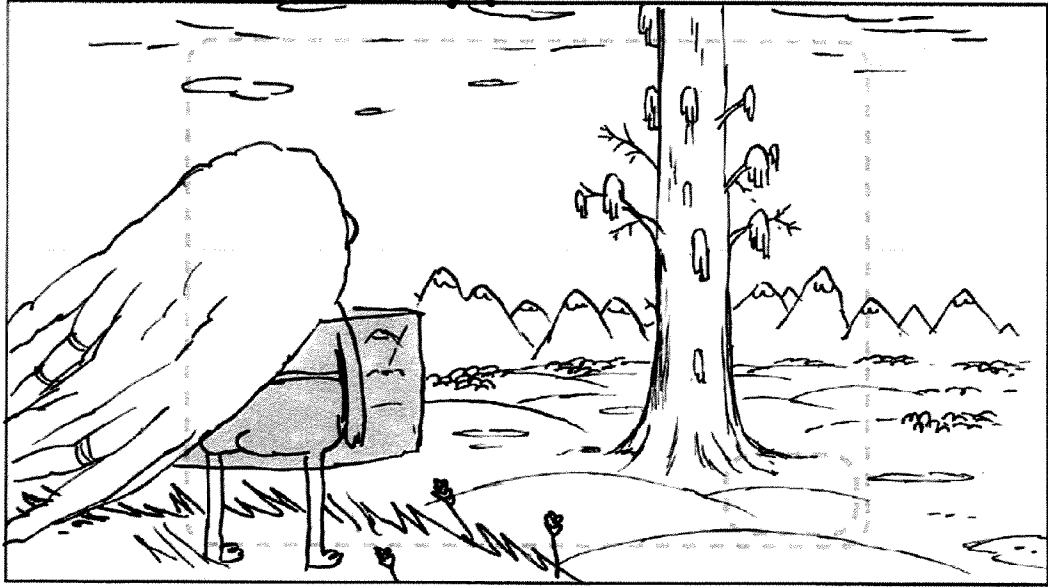
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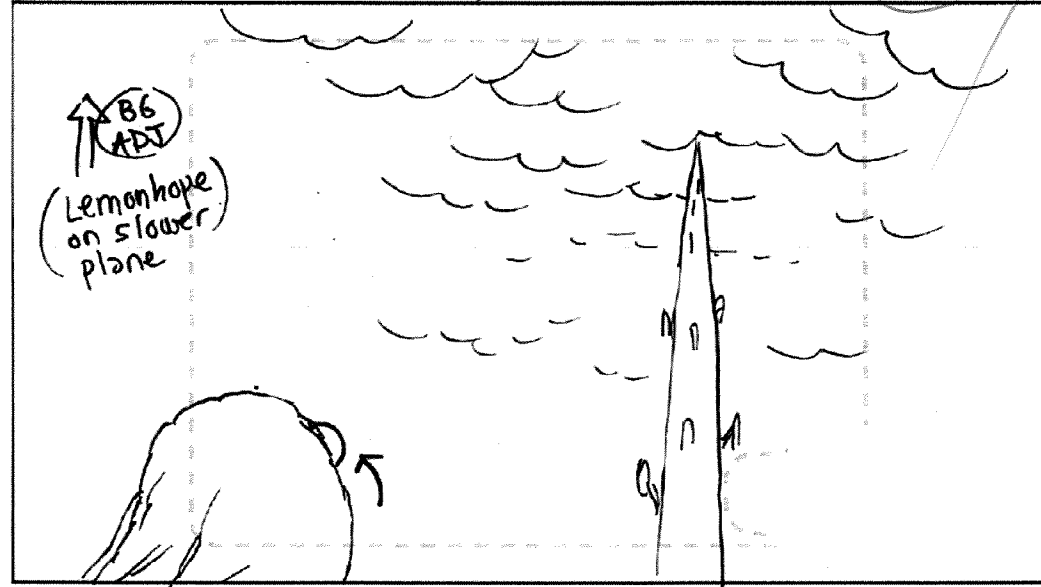
ADVENTURE TIME



Sc. 124 Pnl. **A** Bg. day night



Sc. 124 **cont** Pnl. **B** Bg. day night



Dialog:	(PB) (OS) (cont:) ♪ Born from candy and glue, ♪	
Action:	- SITE OF FINN & JAKE'S TREEHOUSE. - tree disappears into the clouds - lemonhope looks up at tree top	
Timing:	AUG 02 2013	

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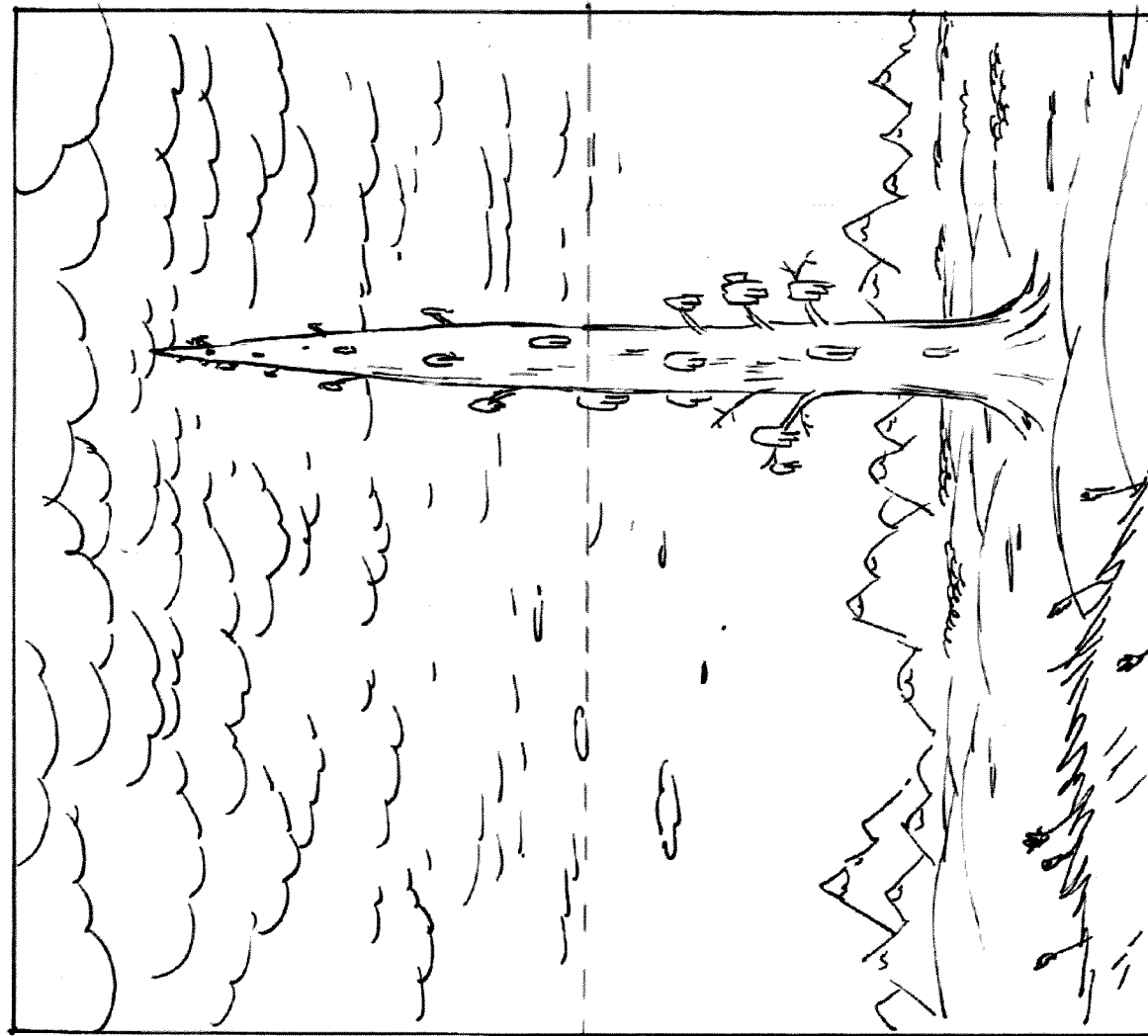
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BACKGROUND



perspective
shift
halfway
up

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ADVENTURE TIME



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Sc. 125

Pnl. A

A

Bg.

day night

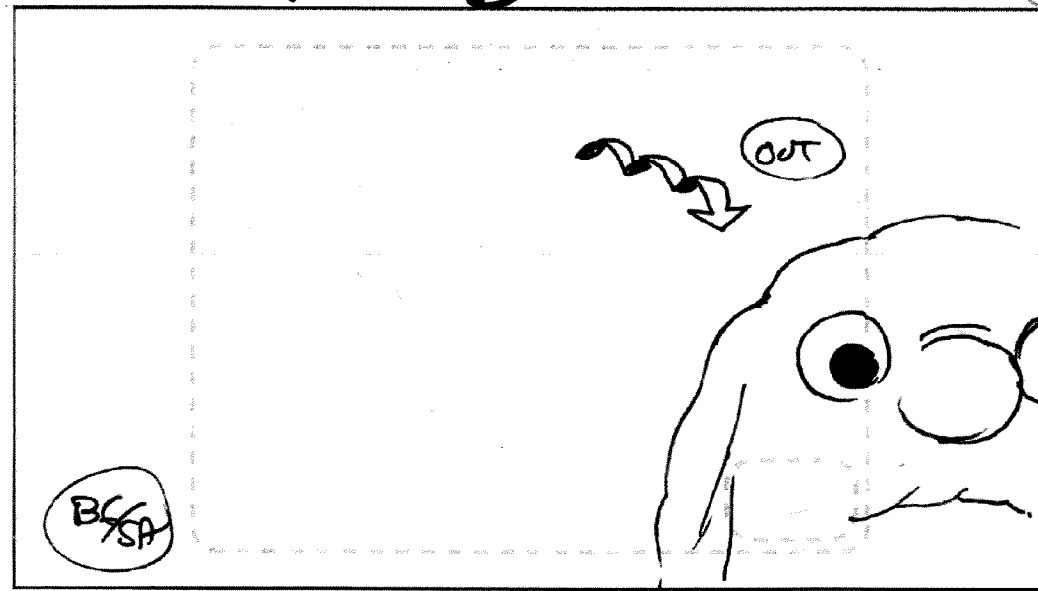
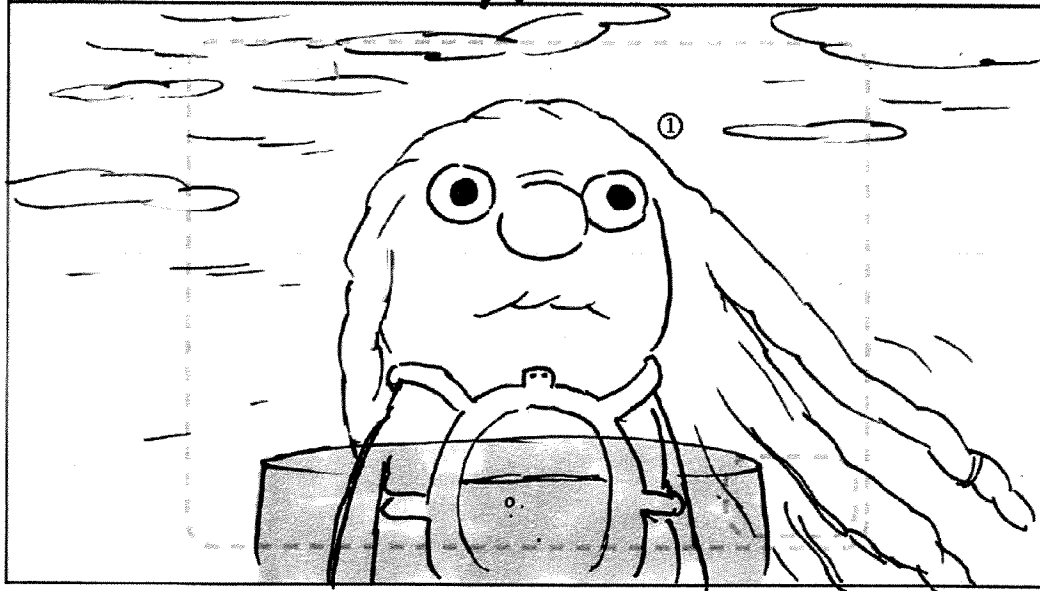
Sc. 125 CONT

Pnl. B

B

Bg.

day night



Dialog:

(PB:OS) cont: ♪

Creator of beauty,

♪

Action:

-LH WALKS OFF/S DOWN HILL.

Timing:

②
AI

AUG 02 2013

Production :

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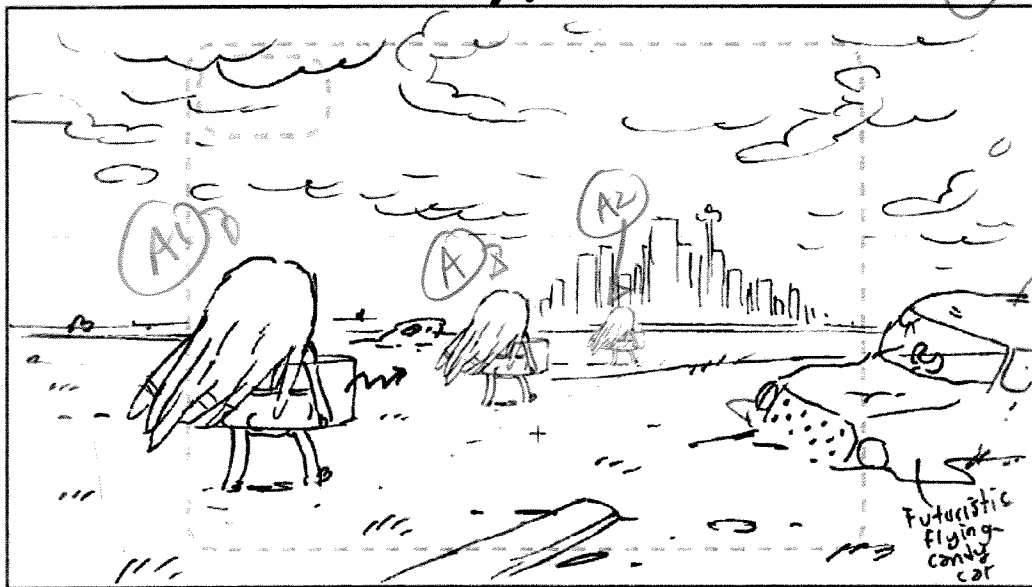
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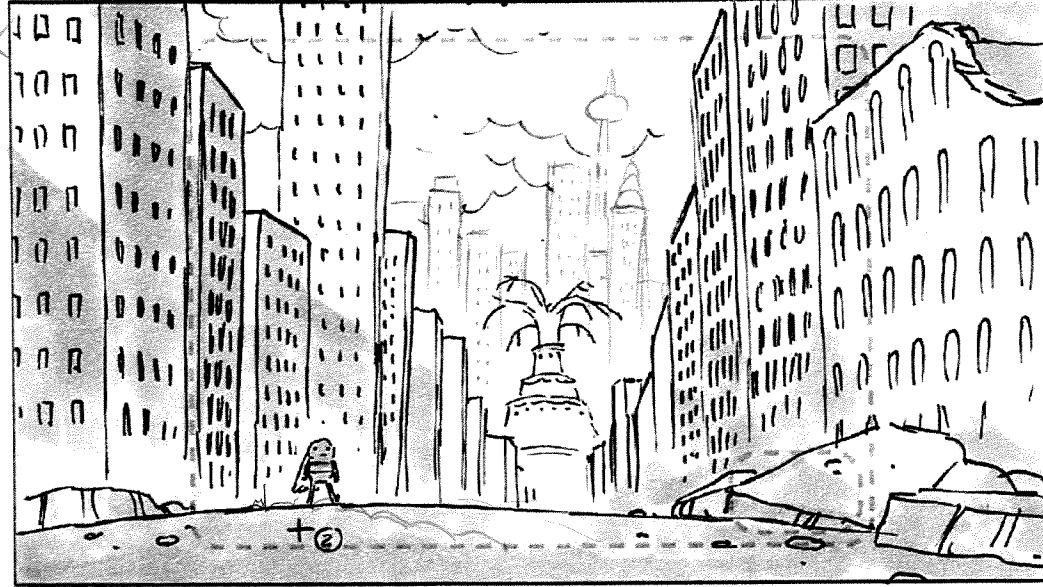


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Sc. 126 Pnl. A Bg. day night



Sc. 127 Pnl. A Bg. day night



Dialog:

PB (os): and ugliness too. Poor Lemon Hope.

futuristic flying
candy cars

PB (os) (cont.): I found you in the dark,

Action:

- SITE OF CANDY KINGDOM

- Tree is dead on castle top
- city is abandoned (not bombed out)

Timing:

A1 +

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Production :

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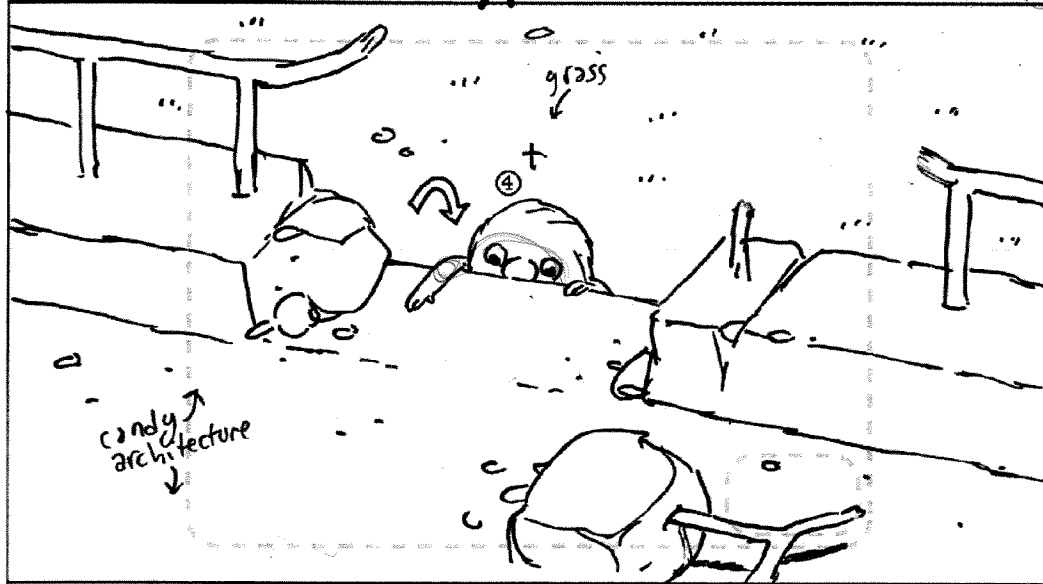
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ADVENTURE TIME

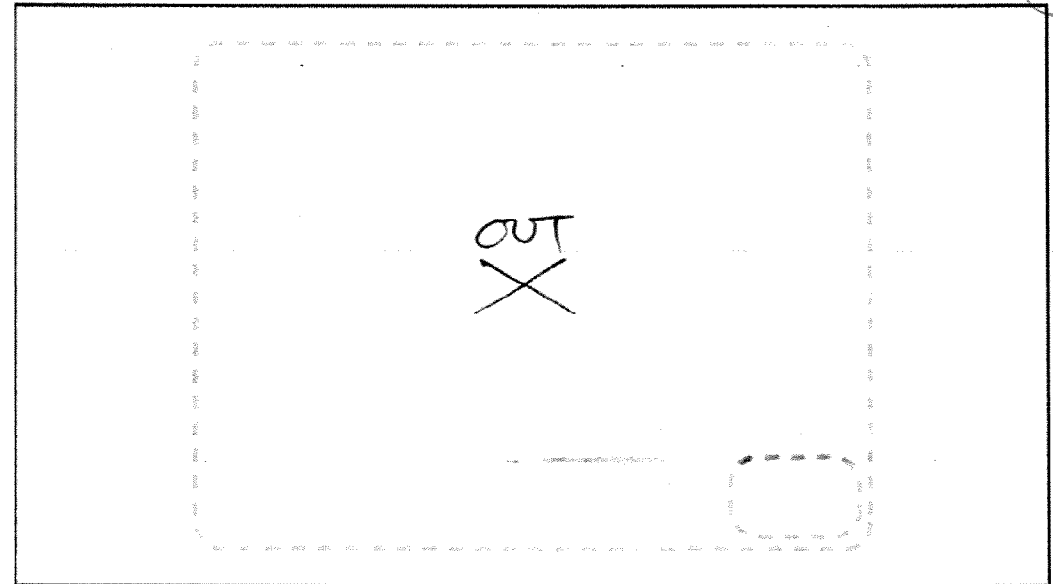


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Sc. 128 Pnl. A Bg. day night



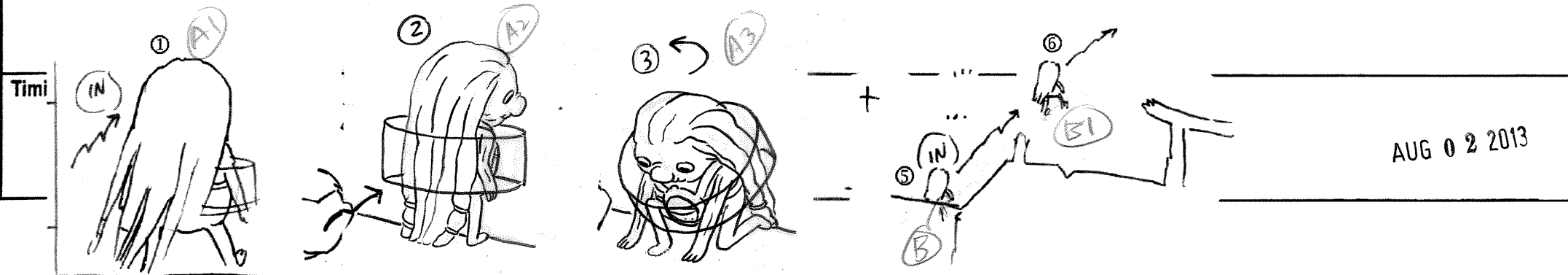
Sc. Pnl. Bg. day night



Dialog:

PB (os): You lived in the Bathroom, now you live in our hearts. Sweet Lemon Hope, freed by-

Action:



Production :

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ADVENTURE TIME



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Sc. 129

Pnl. A

Bg.

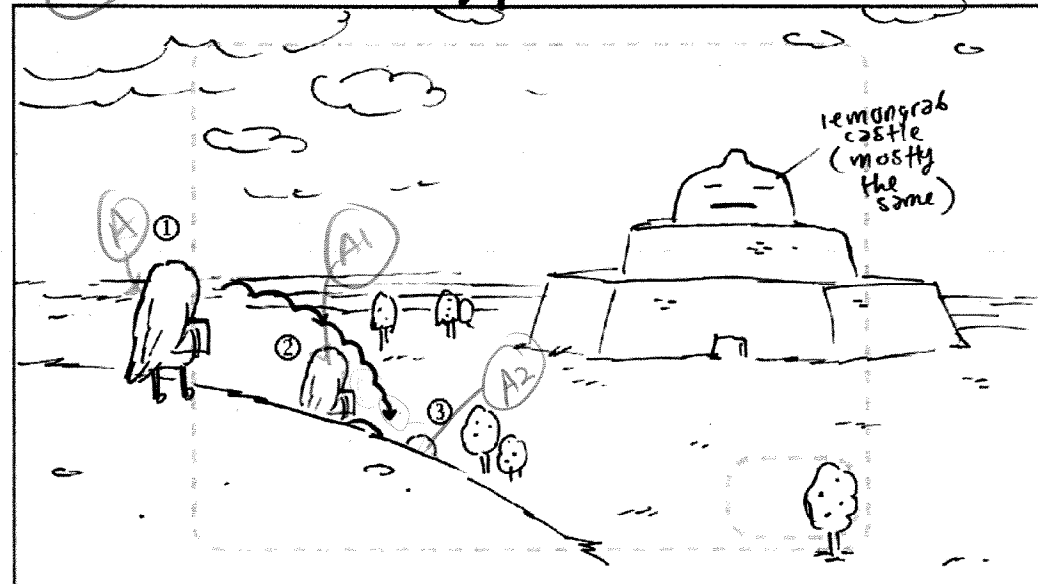
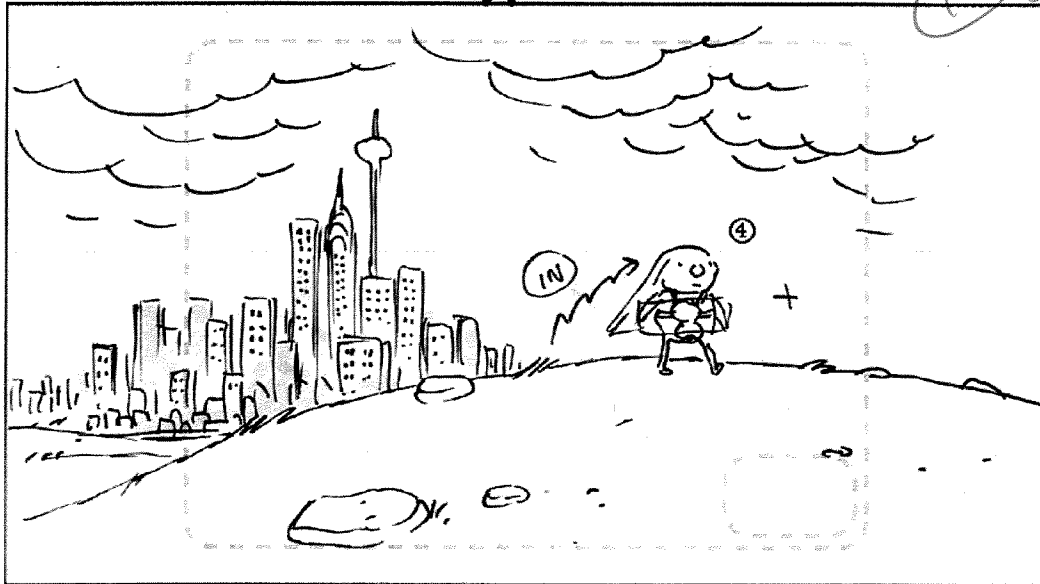
day night

Sc. 130

Pnl. A

Bg.

day night



Dialog:

PP OS



hard sacrifice. To Live in the Kingdom of Sugar and Spice.



PP OS



Lost Lemon Hope, long for freedom above.



Action:

- LH WALKS ON/S OVER HILL.

Timing:



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ADVENTURE TIME



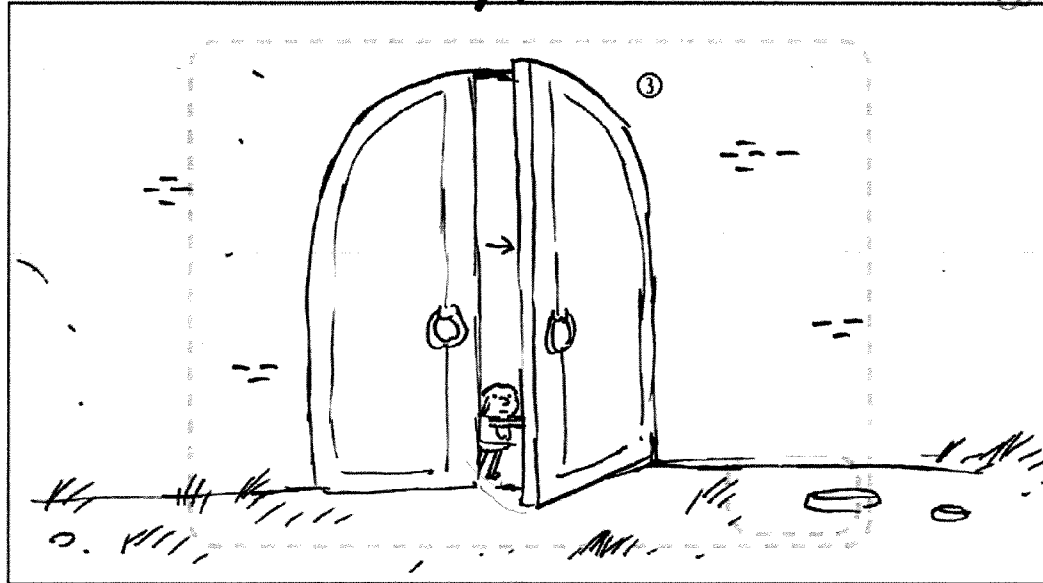
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Sc. 131

Pnl. A

Bg.

day night

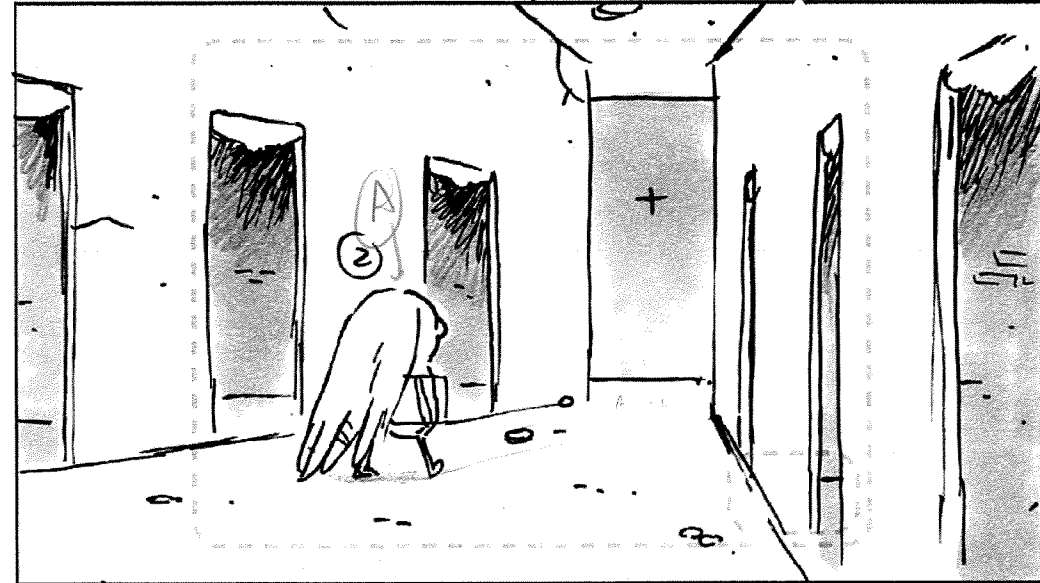


Sc. 132

Pnl. A

Bg.

day night



Dialog:

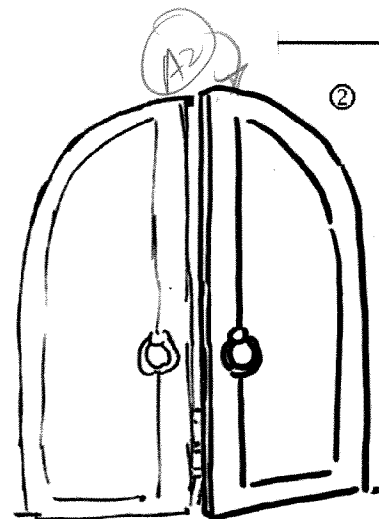
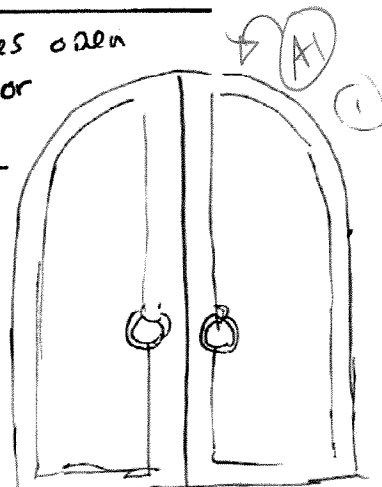
PB OS

Compassion or Friendship,
Wisdom or love.

SFX: creak

Action: - LH pushes open
heavy door

Timing:



PB OS

Strong Lemon Hope risking freedom and
health. Came back-



- hold for
a small
beat on
as he
searches
for the
right
room

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ADVENTURE TIME



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Sc. 133

Pnl. **A**

Bg.

day night

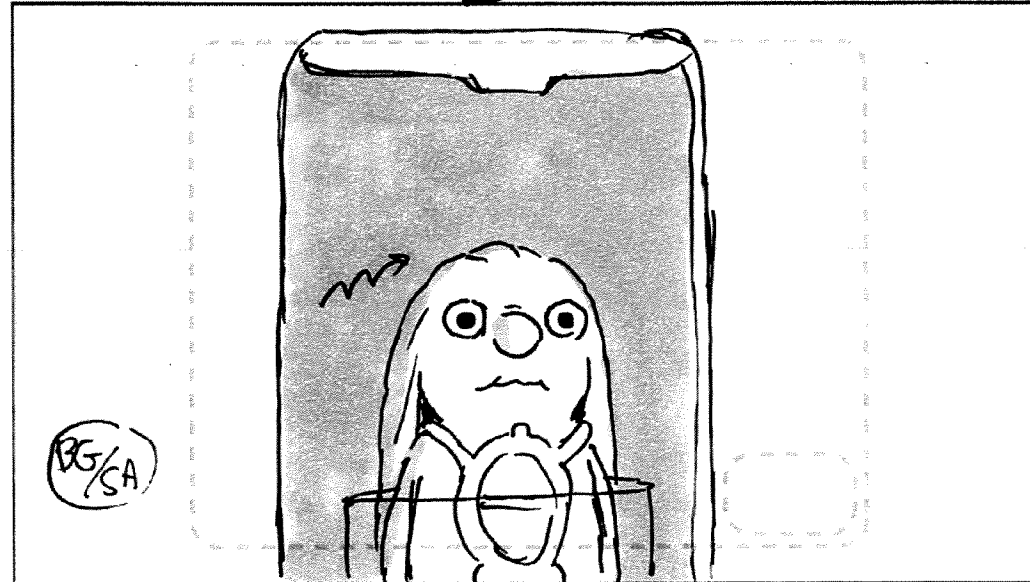
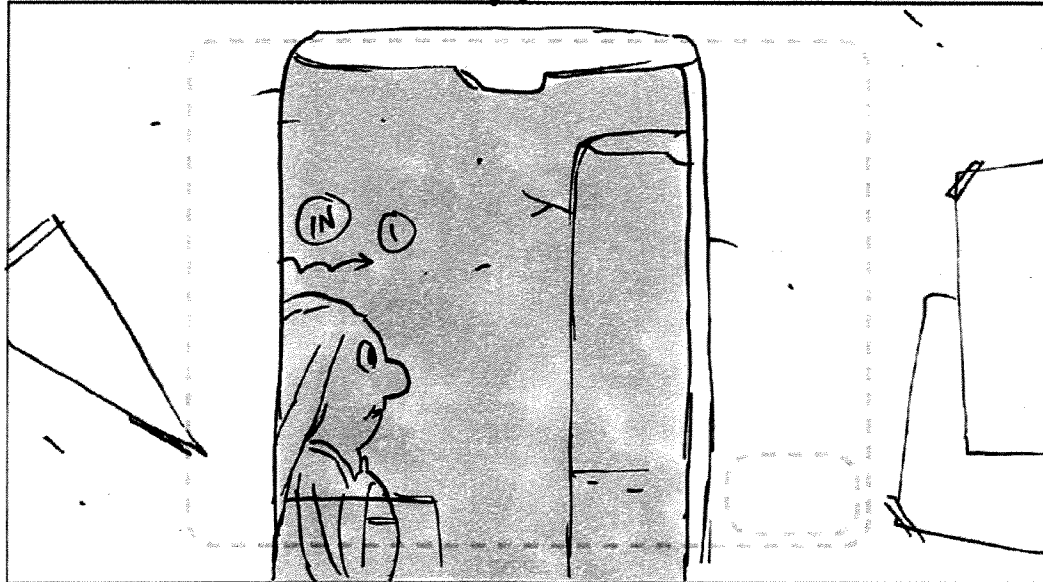
Sc. 133 *cont*

Pnl. **B**

Bg.

day night

art/



Dialog:

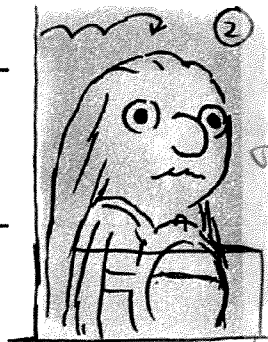
PBOS



for his brothers and for himself.



Action:



hold for a small
beat on ②

Timing:

AI

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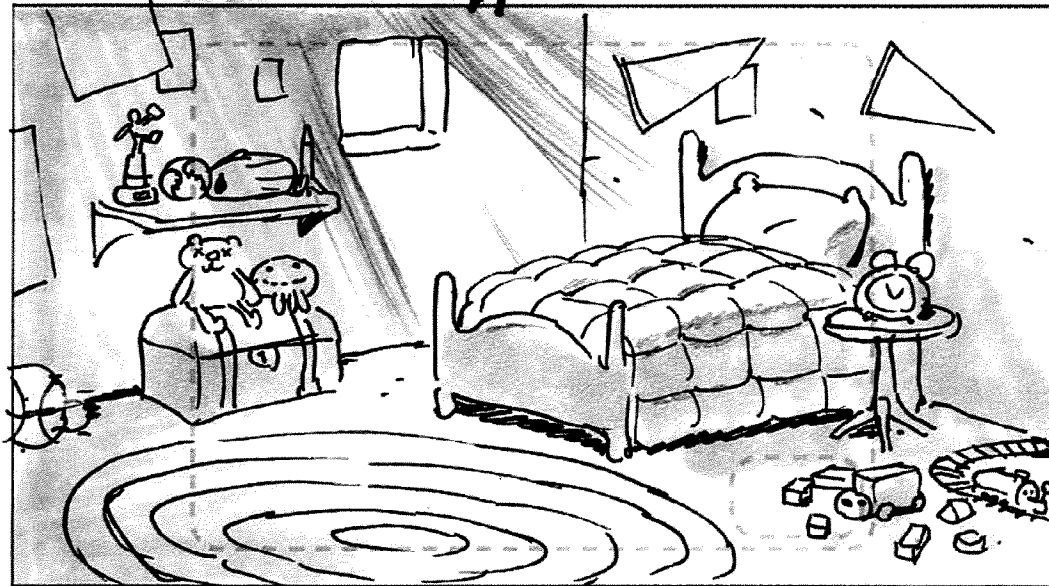
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ADVENTURE TIME

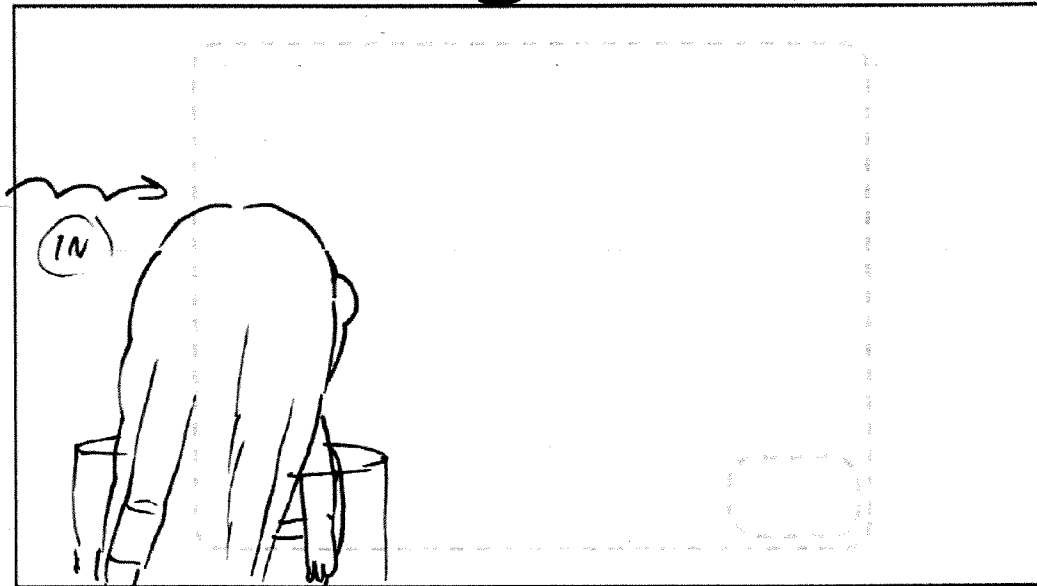


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Sc. 134 Pnl. A Bg. day night



Sc. 134 cont Pnl. B Bg. day night



Dialog:

(PB) (OS) ♪ Safe Lemon Hope- ♪

Action:

-ROOM PREPARED PB FOR LEMONHOPE.

Timing:

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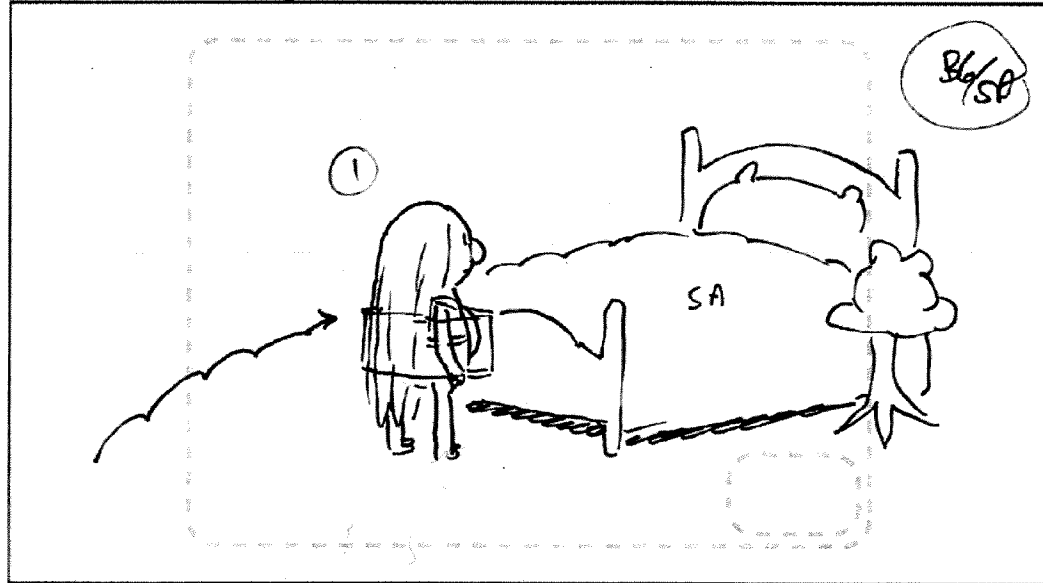


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Sc. 134 *cont* Pnl. *C*

Bg.

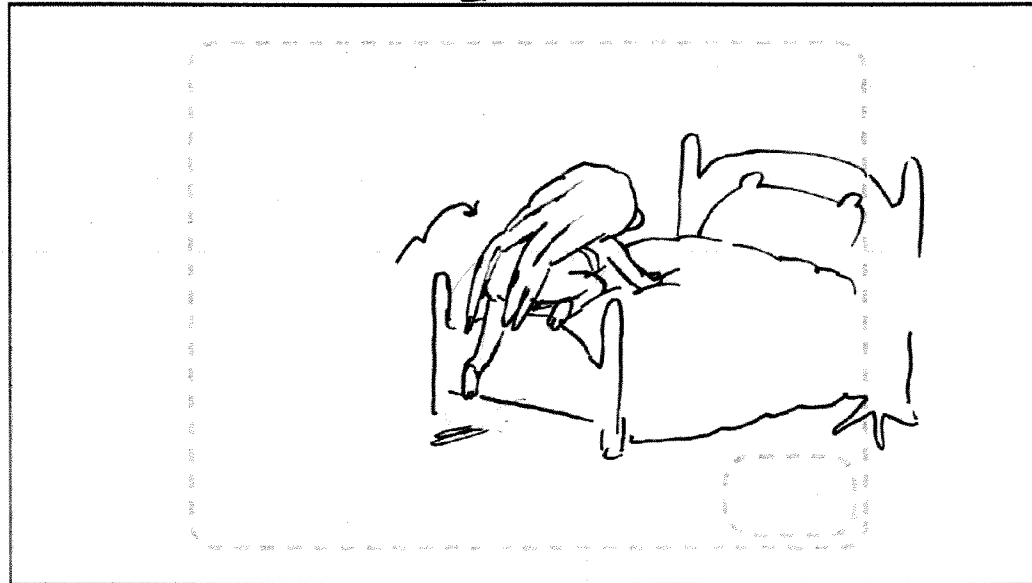
day night



Sc. 134 *cont* Pnl. *D*

Bg.

day night



Dialog:

SFX: * Bee-boop * (forcefield deactivation)

PB *OS*

No more will you roam. ♪

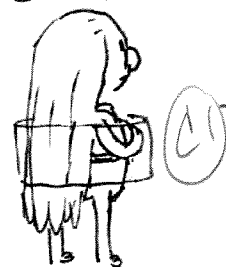
Action:

2

- LH turns off forcefield

- LH CLIMBS ONTO BED.

Timing:



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cut
Hu

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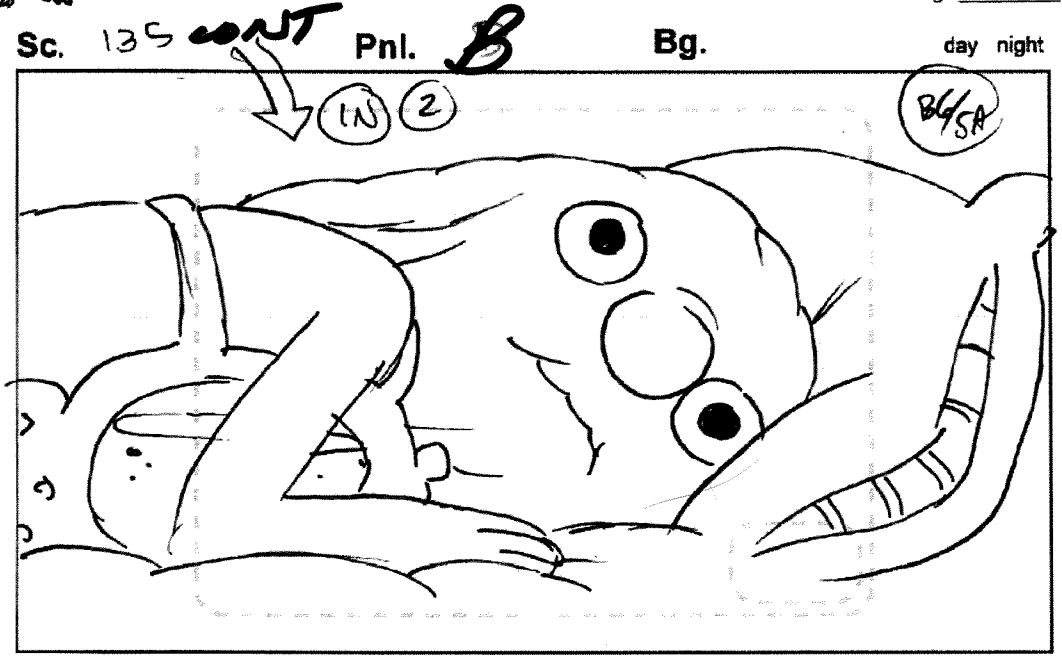
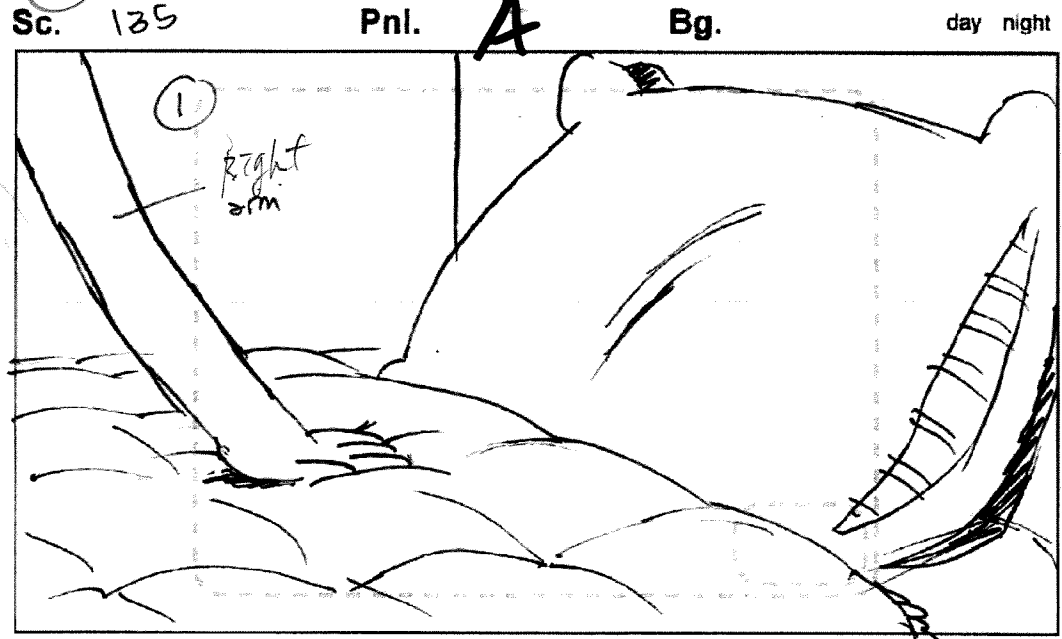
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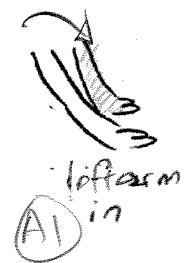
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ADVENTURE TIME



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Dialog:	PB (os): Once you were lost,
Action:	- LH LIES DOWN.
Timing:	<div></div> <div>AUG 02 2013</div>

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ADVENTURE TIME



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Sc. 135 *cont* Pnl. *C* Bg.

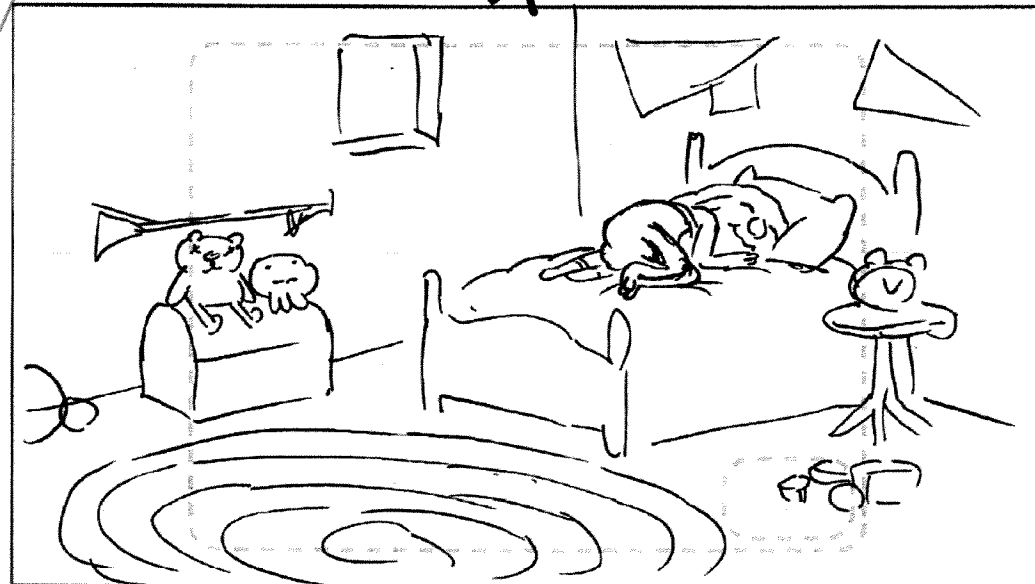
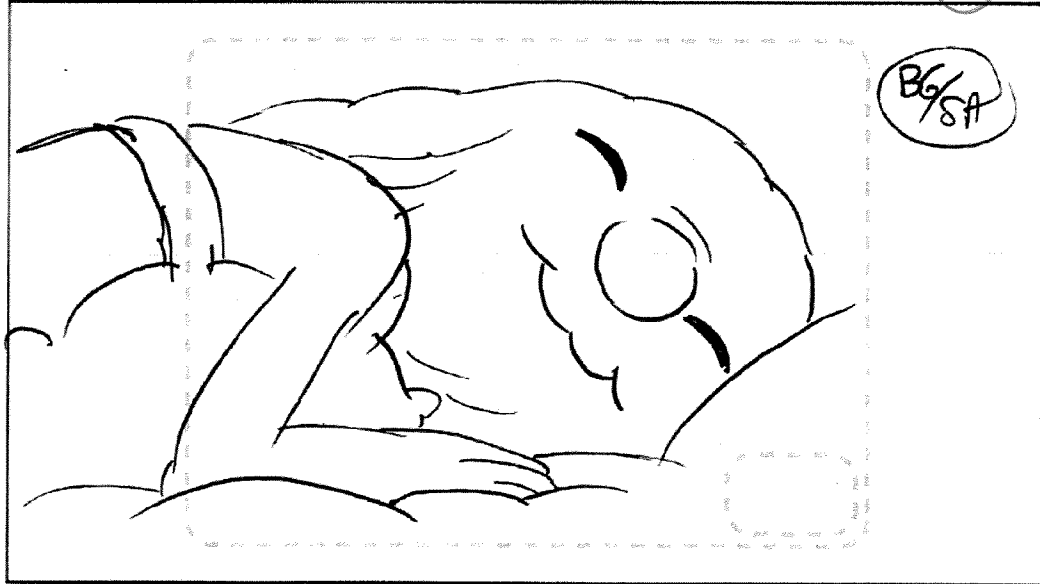
day night

Sc. 136

Pnl. *A*

Bg.

day night



Dialog:

PB: OS



and now you're back home.



Action: * eyes close first, then smile second

END

Timing:

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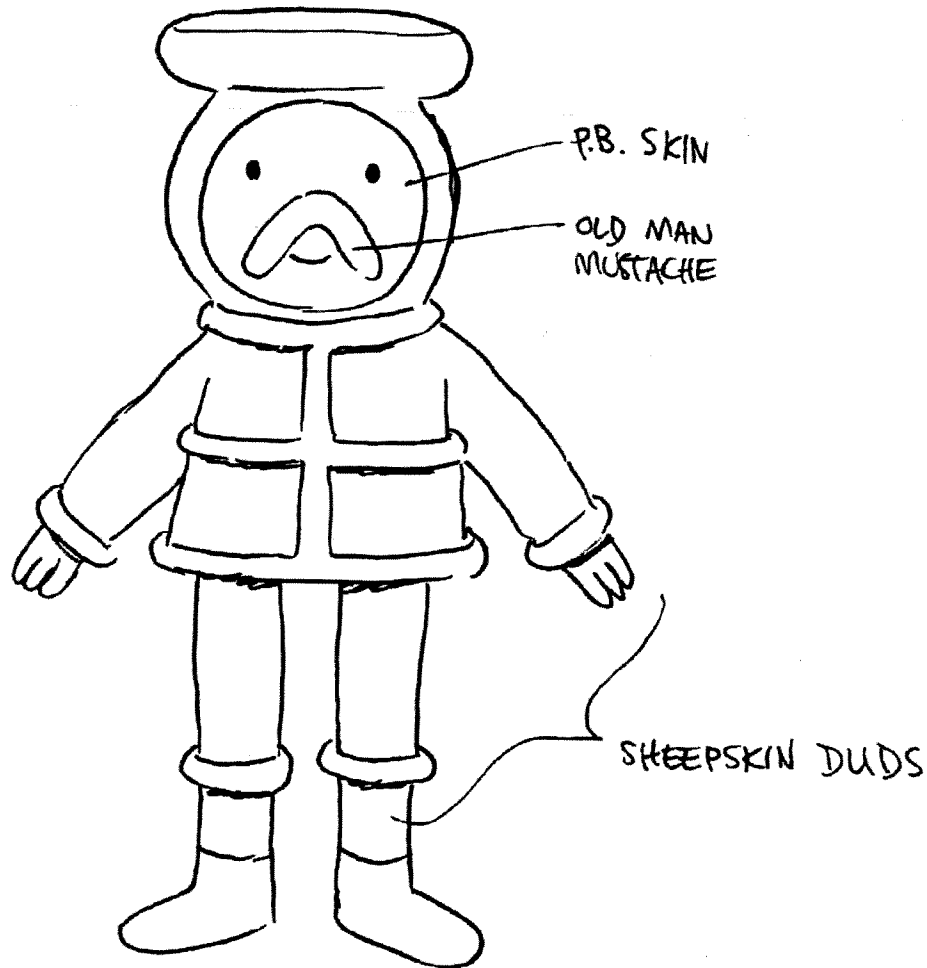
Production :

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PHLANNEL



OLD LEMONHOPE



AUG 02 2013

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1014/157